

# DRAGON QUEST MONSTERS JOKEP





POST-CREDITS AND THE DARK WORLD . . . . 82

# INTRODUCTION TO DRAGON QUEST MONSTERS JOKER

# THE GAME AND THE GUIDE

#### MAIN DRAGON OUEST SERIES

GAME	YEAR
Dragon Quest	1986
Dragon Quest II	1987
Dragon Quest III	1988
Dragon Quest IV: Chapters of the Chosen	1990
Dragon Quest V: Hand of the Heavenly Bride	1992
Dragon Quest VI: Realms of Revelation	1995
Dragon Quest VII	2000
Dragon Quest VIII: Journey of the Cursed King	2004
Dragon Quest IX: Sentinels of the Starry Skies	2010

#### **DRAGON QUEST MONSTERS SERIES**

GAME	YEAR
Dragon Warrior Monsters	1999
Dragon Warrior Monsters 2	2001
Dragon Quest Monsters: Caravan Heart	2003
Dragon Quest Monsters: Joker	2007
Dragon Quest Monsters: Joker 2	2011

The Dragon Quest Monsters series began in 1998 on the Nintendo Game Boy Color as a spin-off from the RPG genre-defining Dragon Quest series. That series itself originally began in 1986 as Dragon Warrior for the Nintendo NES. The Dragon Quest series stretches back nearly to the roots of Enix Corporation, the company that would fuse with Squaresoft in 2003, synthesizing into Square Enix. The characteristic RPG series from the two old RPG juggernauts continued under one umbrella, with the moodier, techier Final Fantasy alongside the lighter Dragon Quest adventures. As Final Fantasy focuses more on brooding opera, Dragon Quest tends to go for more spirit and levity. The main Dragon Quest series saw the release of its ninth installment (Sentinels of the Starry Skies) recently in 2010.

The Dragon Quest Monsters series (also originally released as Dragon Warrior Monsters) started with 1999's Dragon Quest Monsters, which was both a side-game and prequel to Dragon Quest VI: Realms of Revelation. Dragon Quest Monsters: Joker 2 is now the fifth game in the Dragon Quest Monsters series, and it is undoubtedly the biggest and best so far.

The Dragon Quest Monsters series works by pairing the personality of a quarter-century lineage of hundreds of monsters, from adorable slimes to menacing dragons, with a robust "breeding" system. Players can deeply customize their favorite monsters to their specific liking, whether for aesthetics or function or fun, and the party will become ever stronger as monsters pass on their developing characteristics through the generations.

The monsters are the appeal, all 300-plus of them. In addition to primers on gameplay and a walkthrough of the single-player adventure, this book includes extensive monster data. From their stat potential to their skills, to their possible locations and synthesis pathways, any necessary information is contained within.





RORY BELLOWS

The captain's right-hand man is a stout, gruff old boy who speaks in a thick brogue. He's responsible for maintaining and running the ship's engines and other mechanical features. Despite his oak-like stature, Rory is just as likely to lose his mind in the face of danger as he is to remain steadfast and hearty.

# LILY GLIDER

Lily is a woman of sublime character and gravity. Or, at least she likes to think so. The truth is, she's more than a bit full of herself, but she is also a shrewd and proven monster scout in her own right. Her pet and chief monster, the Countess, is an enigmatic, puzzling little sanguini.



# DR. EUGENE POOLE

The old Doctor is full of good cheer and proven wisdom. He's also getting up there in years and is prone to "senior moments" from time to time. He is an expert on all aspects of monster behavior, so he's pretty great to have around.

# ARCHIE LOGG

Archie is a traveling merchant and scholar. However, his main motive is advancing his pocketbook.



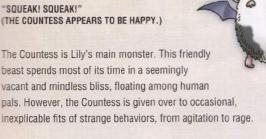
# **MELONIE**

Melonie is a new employee to the Monster Scout
Challenge, working as an official assistant for the games.
The challenge's hiring practices may not be the most
stringent, as Melonie is not the sharpest knife in the
drawer. She's spirited, though, and even a broken clock
is right twice a day.



# THE COUNTESS

The Countess is Lily's main monster. This friendly beast spends most of its time in a seemingly vacant and mindless bliss, floating among human



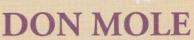


Once the scout encounters and befriends Dr Lump, the intrepid scout becomes a monster scout in earnest, as monster synthesis can be undertaken following their meeting. Monster synthesis is the fusing process by which two parent monsters merge to produce a single

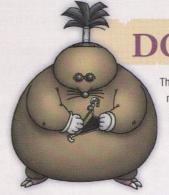
offspring, with perhaps higher potential and rank than either parent. At the command of the scout, Dr Lump oversees this groovy, natural process in the monster pen of the Albatross.



Marsha is another creature that can be befriended. like Dr Lump. This feminine mud mannequin will eventually run the Monster Scout Proficiency Test, a battery of 12 crucial exams spread out over the course of the adventure to update and test the growing capabilities of the monster scout. Marsha is eventually stationed where the moles dwell. Speaking of moles...



This enormous papa figure to the mischievous moles is the godfather of moledom, the hip liege of the underground, and the funky overseer of a surprising competition in a hidden place.



# THE **ALBATROSS**

Maybe she's not really a character, and maybe she doesn't actually spend too much of the adventure in flight, but the Albatross is still a vital old bird for the protagonists. Captain Mayday's true love will serve as home base to the scout, Rex, Rory, and the rest for the duration of the adventure. The ship houses a monster pen to hold the scout's stable of allied beasts, along with an item vending machine and other conveniences





# SCOUTING BASICS

# STARS OF THE SHOW

Without monsters, there could be no monster scouts. From adorable, bulbous slimes to menacing blade-wielding demons, the variety and character of the fauna is immense. The taxonomy of monsters is easy to understand. There are several monster families: members of a given family are similar to each other and are decidedly different from members of other families.

ICON	FAMILY
	slime
3	dragon
9	nature





There are a handful of monsters that fall outside of these classifications, in the so-called ??? family. In addition to families, monsters are also distinguished by their mass. Most monsters are small and generally take up one of three available slots in the party. Medium monsters take up two slots, and large monsters take up all three!

MONSTER		RANK	FAMILY	LV	HP	MP	ATT.	DEF	AGIL.	WIS	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
152	LIQUID METAL SLIME	С	۵	1	12	255	74	999	255	152	30072	40	•	Frizzle	seed of agility seed of defense (rare)	108 Bombadier 180 Agility Boost 199 Dazzle Ward

A monster's general power level is most obviously expressed through its rank. Almost universally, a higher rank means a more powerful monster, with higher stats, better Skills and Traits, and just generally greater potential.

Effort put into gaining EXP and learning Skills for monsters is not lost, even when higher-rank monsters are acquired. Lower-rank monsters can contribute by being fused into new higher-ranking monsters through synthesis, passing forward their Skills if desired, along with some of their skill points and stats.

HP, MP, attack, defence, agility, and wisdom are a monster's vitals, essentially. A monster with high HP and defence can absorb damage better, while monsters with high MP and wisdom make more effective spellcasters. Monsters with high attack do best using standard fight commands or physical abilities. Agility dictates which monster acts first each turn as well as how good a monster is at evading incoming attacks.

EXP and gold are earned at the end of a successful battle. Treasure can be received, also. The Scout Rating is a relative indicator of how difficult a monster will be to add to the party via scouting. The scouting indicates a monster that should be captured with relative ease, while vindicates a monster that may require dozens of scouting attempts in order to secure its services.











# EXPLORING AFIELD

Most of the adventure is spent roaming about the landscape in order to progress the story, find items, and scout and train monsters





#### **HOOFING IT**

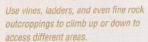
All-too-brief trips on the Albatross airship aside, getting from here to there almost always involves a hike.













Narrow ledges represent the only way across some spans. Fortunately, the scout has excellent balance and nerves





A downed log or a slick, sloped ice flow each presents an opportunity for rapid descent to a lower level.

Once the scout learns the Zip Scouting Skill, the scout can access Zip Portals from anywhere within a region. Similarly, Zoom allows the scout to travel instantly to the entrance of any previously visited region. When possible, use Zoom and Zip liberally to flit between regions at a whim, greatly reducing travel time.

# The Map

During exploration, the bottom screen of the Nintendo DS is taken up



















# THE AIR OUT THERE

Time of day changes every few minutes, in a short cycle-six minutes per day, four minutes per night. Wait long enough, and the time of day will change. A profound revelation!





Rain can heal during combat. Either side in a battle in the rain has a random chance to be healed each turn. On the other hand, the heavy pelting put on by a howling blizzard has a

chance to damage either side each turn! weather, and different places are accessible in some areas (heavy snowfall in a blizzard and flooding in the rain will produce new paths).

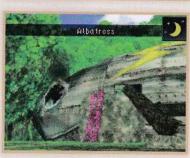
The first visit to a new region will be during calm weather. However. subsequent visits are up for grabs, with inclement weather as likely in most places as a calm, sunny day. Tougher monsters roam the countryside during harsh



Available treasure and wild monsters will differ depending on both the weather and the time of day. The portions of an area that are accessible may also change as rain or snow inundates the landscape.

Weather has a chance to change each time the scout returns to either the Albatross or the world map. To see what the conditions of a region are before going there, travel by walking to the world map rather than using the "Zoom" monster scout Skill. An icon on a given location will indicate if inclement weather is present or if it's nighttime.









Monsters fleeing in fear often leave sacks of loot behind.



Burrowing monsters create a path below to subterranean levels in their haste.

Large monsters take up all three possible party slots, so they cannot have any accompaniment. This is more than made up for by their beefed-up stats and powerful Traits. For example, large monsters strike all of their enemies at once and usually more than once per turn. Large monsters can eventually be incorporated into the scout's party, but not until far into the story.

## FINDERS KEEPERS

You can find items and weapons in lots of nooks and crannies. Examine leaves, mineral deposits, and treasure chests for items.

#### **POSSIBLE LEAF ITEMS**





BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED					
medicinal herb	strong medicine					
moonwort bulb	medicinal herb					
antidotal herb	antidotal herb					
seed of life	moonwort bulb					
	special medicine					
om.	seed of skill					
	seed of life					
	seed of manic					

#### POSSIBLE SP LEAF ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
strong medicine	special medicine
seed of skill	seed of skill
	seed of life
	seed of magic

#### POSSIBLE MINERAL DEPOSIT ITEMS





BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED				
pretty pebble	pretty pebble				
bronze bit	bronze bit				
pinball	pinball				
	rockbomb shard				
	silver sliver				

#### POSSIBLE SP MINERAL DEPOSIT ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
bronze bit	bronze bit
rockbomb shard	silver sliver
pinball	pinball

## THE BADDEST OF THE BUNCH

Large monsters roam in certain regions, and even the other monsters live in fear of these enormous beings. Lesser monsters will either flee hastily or burrow underground to vacate an area when a large monster approaches. Fleeing monsters may leave behind some of their loot in sacks, which the scout can collect. Burrowing monsters will produce holes that the scout can fall into, leading to the area directly below. This can lead to otherwise inaccessible treasure.



The scout must give large monsters a wide berth for much of the adventure.

#### POSSIBLE BLUE CHEST ITEMS



BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED				
medicinal herb	machine parts				
seed of skill	magic elixir				
machine parts	smelling salts				
antidotal herb	seed of skill				
moonwort bulb	metal ticket				
oaken club	Oomph powder				
leather whip	wizard's penny				
stone claws	antimagic powder				
	Insulade				

#### POSSIBLE SP BLUE CHEST ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
seed of skill	seed of skill
antimagic powder	magic elixir
Oomph powder	рапасеа
	metal ticket
	timbrel of tension

The scout can also find red treasure chests, which can only be opened once and usually contain a weapon for a monster to equip. Apart from leaves, rocks, and chests bearing items, keep an eye out for several other curiosities to find while exploring:



In Cragravation, the preserved remains of ancient monsters are exposed. Some items can be extracted from fossils, and also, some ancient wisdom can be discovered in the form of skill tomes. During storms, ghastly apparitions will try to defend their own remains!



Old Healing Stone monuments, distinguished by the glowing blue glyphs that adorn the surface, can be used once per visit to a particular region. The stones completely heal all friendly monsters.



Sometimes, monsters will flee from each other in the wild, without the scout being involved at all. Fleeing monsters occasionally leave behind loot sacks.



Scout's Stones might appear like Healing Stones at first glance, but they are stubbler and more muted in design. There are also a lot fewer of them. Scout's Stones permanently confer new Scouting Skills to the curious inspecting scout.



Zip Portals, once activated, provide a way to warp to a point that is usually about two-thirds of the way deep into an area. This means that on the first plunge, it's best to push at least through to the Zip Portal, but afterwards, the Zip Portal allows for more convenient comings and goings.



One of the most noble of monsters, the Hades condor lavors building large nests in high perches. Naturally, the scout can ransack these nests for various items.

So, that's lots of stuff to look out for. The best part of leaves, mineral deposits, fossils, nests, and blue chests is that they can be retrieved

over and over! Each time the scout returns from a region to the *Albatross* airship, the treasure (and wild monsters, and usually weather) will be reset. This doesn't apply to red treasure chests or Scout Stones, however.



A green exclamation point will highlight when it's possible to interact with something.

#### WILDLIFE

Monsters roam about the exploration field. Bump into one of them, and combat ensues with a group of monsters. The species of monster that

initiates the battle will always be present, but other monsters might show up, too. (For example, with a little luck, a metal slime may show up alongside other monsters, turning a chance encounter into a wonderful EXP bonus opportunity.)



Some docile species of monster are not aggressive, and they will not try to initiate combat when a scout gets near them. Most monsters will be surprised, and attack. An exclamation point will appear above them and

RAGON QUEST MONSTERS-Joke



a warning chime will sound, and then they will give chase to the scout. However, some monsters may actually run away instead of approaching, especially if the scout is sporting powerful monsters of his own. Depending on how the scout starts combat with the monster—whether approaching from the front or from behind—one side or the other may start with an advantage.



Jump onto a monster from behind, and friendly monsters have a chance to get a free turn at the beginning! This turn can be used as a free scouting attempt, safe from the fear of reprisal.



If a monster jumps onto the scout from behind, however, there's a good chance the wild monsters will act first, with a turn to pound on friendly monsters for free. Poor guys! Obviously, try to keep this from happening.

When a monster gives chase, it's still usually possible to avoid combat if desired. Many monsters chase the scout really quickly, but few monsters chase SO rapidly that deft maneuvering in circles around the beast won't forestall the onset of battle. Think of a dog chasing its own tail, and try to trail the aggressive monster that way, in little circles. For most monsters, the exclamation point will disappear after a few seconds, and the monster will just give up! If the goal was to avoid combat, mission accomplished... You can also use this trick to score surprise attacks even against enemies that detect and approach the scout! Run them until they're exhausted of trying, then simply initiate combat from behind them as they start to wander again. And that, friends, is what separates the monster scouts from the monsters. Beware, some monsters won't give up chase unless you leave the territory they were patrolling entirely.

# COMBAT



Once a battle has begun afield, allied monsters will line up against unfriendly ones, and the first round will begin. If one party surprised the other, that side will get a free turn at the outset. Battle will continue until one of the following things happens:

Either all wild or all friendly monsters are defeated.

All the conscious monsters on one side flee.

A wild monster is successfully scouted.

Battles proceed with the monster scout issuing directives toward up to three active monsters at a time. Up to three monsters can come along for the ride, and they will wait in the substitute party, or reserves, until they are needed. If the allied monsters are all knocked out, the scout reawakens on the Albatross. with half of the gold that was previously on hand gone! If all



enemy monsters are knocked out, the scout's party receives gold, EXP, and perhaps some items. If one side or the other flees from battle, the battle simply ends.

#### **BATTLE COMMANDS**

Fight: Simply order the friendly side to fight, and each monster will act out its turn according to the tactics assigned to that monster. Monsters may not always buff allies or attack enemies with the ideal actions, but at least allied monsters are good about not performing duplicate actions—if one monster heals another to full health, for example, another monster will never redundantly heal the now-full monster during the same turn.

Orders: This command allows each monster to be assigned a particular command each round. This usually is the way to go during hard battles, as it's just not worth risking a monster choosing its own actions, perhaps inefficiently, with the standard "fight" command.

**Tactics**: Each monster can be set to either Show No Mercy, Mix It Up, Focus on Healing, or Don't Use MP. The tactic setting for a given monster determines how it will act in general when the general "fight" command is issued.

Show No Mercy: The monster will attack with full force, sparing no MP expense to damage the enemy party. The monster may also using offensive buffing abilities to this end, such as Psyche Up and Oomph. The monster may use healing abilities (if it has them) when it's in trouble, but it will not make healing itself or others anything but a desperate measure.

Mix It Up: The least predictable option, since this basically opens up the entire monster's repertoire for it to choose from. The monster may buff or heal allies, debuff or enfeeble enemies, or opt to attack, depending on its set of Skills.

Focus on Healing: It's a great idea always, and it's almost a requirement later in the game or in Tag Mode Battles, to have at least one monster assigned as a designated "priest" for the group. This monster should have healing abilities at a minimum and perhaps also have buffing abilities. (Being able to use Kabuff and Magic Barrier, for example, goes hand-in-hand with the responsibility of keeping the party in good health.) A monster set to Focus on Healing will do just that—it will focus on healing, almost to a fault. (Sometimes, a low-level healing spell isn't necessary when a monster is missing just a little health, and the monster's time would be better spent attacking or doing something else.)

Don't Use Magic: This works as advertised: the monster won't use spells. This basically means that the monster will do nothing but attack, although it may also defend if it is in really bad shape. Sometimes it's best to conserve MP against lesser monsters in order to save magic reserves for when they're really needed. Or, a monster's best offense may be to simply just attack, and the monster actually stifles its own output by using spells instead of normal attacks.

**Scout**: All friendly monsters that are capable of acting (meaning, they are not sleeping, knocked out, or otherwise incapacitated) will combine their efforts in an attempt to coerce the target monster into joining. Scouting is the most direct and common means of acquiring new monsters. See the Scouting section in this chapter for more information.

Items: The scout can use items in battle both to heal and buff friendly monsters and to debuff wild monsters. An item command can be given alongside commands to friendly monsters, and they'll all be carried out on the same turn. Using items precludes using scout or flee, though. Item use ALWAYS happens before any other action of the round.

**Flee**: Just what it sounds like. The friendly party of monsters will attempt to escape the battle. The attempt may fail, giving the opposing monster team a free round of attacks. Some battles, particularly against bosses or in tournaments, cannot be escaped.

**Switch**: This command allows monsters in the substitute party to be rotated into the active party participating in the battle. There is no penalty associated with switching monsters—no opportunity to act is spent, or anything like that.

#### COMBAT EFFECTS

Both allied and opposing monsters can be afflicted with various enfeebling effects or temporarily boosted in power. Different effects are represented visually.



Spells like Buff, Oomph, and Ping, and abilities like Psyche Up or even the standard defend command considerably augment the stats of affected monsters. A monster powered by Oomph basically deals double damage; that same monster protected by Buff, or defend, takes only half damage from incoming physical blows.



On the other hand, abilities like Helm Splitter and Unnatural Order can adversely affect defence and agility, while things like Sleep Sock and War Cry can incapacitate monsters, essentially crippling them.



Effects aren't permanent; they'll wear off on their own after a few turns. They can be removed early through the use of certain healing items and spells.

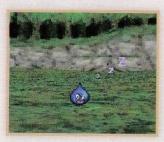
Switch an active monster into the substitute party, and effects go with it. Any active effects will remain when the monster is swapped back into the main party.





Poisoned monsters will lose some health each time they act. Poison is cured with antidotal herbs.

Confused monsters cannot tell friend from toe. Smelling salts cure confusion.









Monsters that are incapacitated, whether by sleep or paralysis, cannot act. Smelling salts rouse monsters from slumber, while moonwort bulbs remove paralysis.

Temporary increases in stats are indicated by a greenish glow.

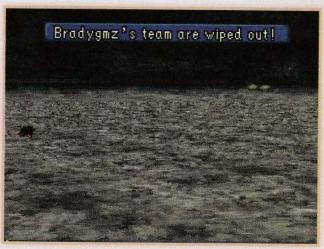




Temporary reductions in stats are indicated by a pinkish glow.

#### STAYING ALIVE

The most important matter during battle is to stay healthy. If every allied monster is K.O.ed, the battle is lost, and the scout will regain consciousness back at the *Albatross*, losing half the gold on hand! (And there's the reason to use the ATM, ladies and gentlemen—deposit gold before heading back out, since there's no need for gold in the field.)



Early on, health is mostly maintained through the use of medicinal herbs, which are frequently found in the field. Don't be afraid to use items to heal in battle, since item use happens instantly before any monsters act, and items are plentiful.

Soon enough, herbs won't be enough, but many monsters will learn potent healing Skills, which can be passed forward to new monsters as desired through synthesis. It's always a good idea to have a monster or two capable of acting as designated healer.



Eventually, Omniheal cast by a durable monster with a deep MP pool will solve most HP problems.

In order to take less damage in the first place, reducing the strain of healing, monsters can have their defensive abilities augmented. In many battles, spells like Buff, Kabuff, and Magic Barrier are crucial just to make a head-on fight feasible. Similarly, Traits like Steady Recovery, spells like Reheal, and the miracle mallet weapon are very helpful by continually refilling a little HP each time the monster acts.





Reviving downed monsters is difficult for a long time—it requires the use of rare items like Yggdrasil leaves or spells like Zing and Song of Salvation, which can fail. It's better not to get knocked out in the first place. Rolling the dice trying to "Zing" an ally back to life repeatedly during a tough battle can merely be paving the slippery slope to defeat. If there's an able-bodied monster in reserve, it's usually best to simply swap that monster in for an expired comrade. Otherwise, if revivification is absolutely necessary, use an assured item rather than an iffy spell. Once Kazing is available and the revive attempt is assured success, then things change regarding how tough it is to get friends back on their feet.

Focus on Healing is probably the most effective tactic via the fight command. Monsters never pass up healing when they're even more than moderately damaged, and if they're in good shape, they'll simply attack.

### DEALING DAMAGE

With the party's health assured and the enemy potentially softened up with enfeebles and debuffs, the next most important thing is to chip away at the opposition's HP.

The most direct route is simply to attack. The damage of an attacking monster is determined by its attack rating and any bonus added by an equipped weapon or enhancements like Oomph and Oomphle. Some

monsters have Traits like Hit Squad, which also enhance attack power by making monsters attack more than once per round. Plain old attacking is nice because it's free-no MP is expended, leaving a valuable resource conserved for healing, buffing, and status cures.



Of course, if a monster doesn't possess curing Skills or buffing spells, that's irrelevant. Such a monster will be able to use all its MP for "nuking" the enemy with offensive magic. Monsters with high wisdom and MP and



a variation of the Wisdom Boost Skill are ideally suited to this role. A staff-type weapon will serve to boost wisdom further; viewing weapons conventionally for their attack power doesn't make a difference if the monster isn't going to be attacking.

Both approaches work well, although using spells as a primary source of damage works better and better as further progress is made into the game. Larger MP totals allow free and more frequent use of magic, enhanced Skills like Wisdom Boost II boost MP and wisdom higher, and better offensive spells inflict more damage to more targets. So don't worry if spell damage seems underwhelming at first, because MP is hard to come by, and the very first spells are naturally weak. Magic comes more and more into its own down the road.





It's useful to be able to put together a party whose only purpose is to stay alive while boosting allied attack as high as possible (while perhaps doing the opposite to enemy defence). Such a party would be good anyway, winning battles through brute force, but the real purpose is to increase the odds of AGON QUEST MONSTERS-Joke scouting success when desired.



#### ODDS AND ENDS



This series offers more customization of the battle party than just about any other tactics or role-playing game. There are more than 300 monsters available, with hundreds of abilities and Traits that distinguish them. And any monster can be made to pass its characteristics forward to still-more powerful monsters through the magic of synthesis.

Because skill points and MP are both limited resources, and because only so many monsters can be in the party and actually involved

in combat at any one time, it makes sense to specialize monsters for particular roles. Just throwing five or six monsters together may get by for a while, but eventually, it won't be enough. Things work most smoothly if at least a monster or two in each party is capable of babysitting the others—keeping HP levels safe, removing status ailments, buffing the party, and perhaps even reviving fallen allies. The quintessential "Focus on Healing" role, basically.

Specialization means that monsters won't be too diluted. Not until many, many hours of scouting and developing friendly monsters will enough skill points be earned to truly "maximize" any given monster; turnover is too high, and progress



is too fast for a long, long time because of synthesis. Small monsters can only select three Skills, and medium monsters can select four. In no circumstance does it make much sense to assign every slot over to a Skill that confers more spells and abilities... Maximizing many Skills that grant abilities takes 100 skill points total, and few monsters will actually end up needing to use all of their abilities from one or two maximized Skills, let alone three or four. Instead, focus on adding in stat-boosting Skills



alongside one or two really important ability-granting Skills. Select the Skills that fulfill the desired role for that monster, then surround those necessary Skills with stat-boosting Skills like Attack Boost, Wisdom Boost, Zam Guard, and so on.

Pound-for-pound, Kabuff is probably the most useful spell. For a pittance of MP, the entire party will take half damage from physical attacks. While exploring or going on scouting excursions, this is a bonus, but in harder fights or against bosses, it's vital.

Kabuff also somewhat diminishes the usefulness of the Defence Boost Skill in favor of the Wisdom Boost Skill. Defence can be boosted significantly through Buff or Kabuff and further enhanced with defend, but a larger MP pool cannot be magically manufactured, and wisdom-boosting abilities like Kaping are more of a luxury than Kabuff, Once we're talking about the second-tier of



boosts, though, with Attack Boost II, Defence Boost II, and so on, then any of the stat-boosting Skills makes a huge difference when mastered.

Monsters left behind in the monster pen will still earn EXP very slowly over time. Even long-neglected monsters may end up with lots of skill points left lying around unallocated. By using the Monster List on the monster pen computer, all available monsters can be scanned, along with their unallocated points! It's worth going through this list from time to time just to see if any monsters that aren't in the normal rotation have enough skill



Skill Points Remaining: 113

points lying around to master a Skill, earning the next "tier" of that Skill during synthesis! Monsters that aren't being used can still end up very useful in this way, contributing leveled-up Skills to new synthesized offspring.

# COMBAT IN THE MONSTER SCOUT CHALLENGE

Battles in the Monster Scout Challenge prohibit monster scouts from using items and from issuing direct orders to monsters. The substitute party of monsters is also disallowed from participating! To win rounds in the Monster Scout Challenge, the active party of monsters must carry the day on their own,

with only their innate Skills and Traits and the tactics assigned by the monster scout to guide them.



This means that success in the Monster Scout Challenge has more to do with preparation than with micromanagement. Unbalanced teams that depend on constant intervention from the scout to succeed, whether in the form of item use or babysitting by issuing commands for every little specific action, will

be badly exposed. On the other hand, balanced teams that include at least one healer and/or buffer alongside monsters capable of consistently dishing out damage will fare much better.

The best way to be prepared for the Monster Scout Challenge is to use powerful monsters that have

Skills and abilities that make sense and resonate with the team. And the best way to get said powerful monsters is to synthesize, synthesize, synthesize! Synthesizing can produce monsters of higher rank, with better stats, Skills, and Traits.



# ACQUIRING MORE MONSTERS: SCOUTING

Obviously, one of the most important activities of a successful monster scout is... scouting! Scouting is the most direct and readily available method by which to add new monsters to the squad.





Scouting is available from the main battle menu. After electing to scout, one of the opposing monsters must then be selected as the target. The act of scouting occupies all friendly monsters for the entire turn—choosing to scout excludes the possibility of any other actions during that turn.

During a scouting attempt, all friendly monsters pool their attack strength not to damage the enemy, but rather to coerce the enemy into joining up! The scouting percentage of success, which is displayed while the target considers its choice, is derived from the attack power of the (up to) three monsters in the active party. Scouting is basically an attempt at intimidation, as the active monsters use a show of strength to impress (or frighten!) the target into leaving a life in the wild for one in the service of the scout.



If the scouting attempt is successful, the formerly opposing monster will join the party immediately, and the battle will end. It doesn't matter whether other monsters are remaining or have been defeated on the other side,

since the battle will end with the spoils being the addition of a new beastly teammate. Instead of the normal battle spoils screen showing EXP, gold. and treasure gained, prompts will appear for the naming of the monster and for its placement in the active party, in the substitute party, or in the monster pen of the Albatross.

If the monster resists the scouting attempt, there are two possible outcomes:





The monster sizes up the situation.
The scouting attempt has failed, and
all enemy monsters get a free turn
against the active friendly monster team.
Scouting may be re-attempted.



The monster takes offense! Not only has the monster rejected the scouting attempt, but it is infuriated at the attempt, as are all other enemy monsters. The monsters are so enraged that more attempts at scouting are impossible for the rest of the battle. The monsters must just be defeated normally, and EXP and gold will be gained, but no new teammate. (Or rather teammonster?)



The success of scouting is based directly on the total attack power of your party, which is then compared against the enemy's level and rank. This makes it increasingly harder to scout more powerful foes... it's possible to have a 0% chance of scouting success against a foe that powerfully outclasses the active party. Consequently, the way to increase the likelihood of a winning outcome in scouting is to boost attack power as much as possible.

Most directly, you can accomplish this by simply having monsters with the highest innate attack power in the active party and equipping them with the weapons with the highest attack boosts. Note that the bonuses certain weapons get in damage against particular monster families also apply to scouting success! For example, sporting hammers while looking to



scout slimes will increase the scouting percentage. (That is, unless there's a weapon available for a monster that has an attack value far enough ahead to make the bonus irrelevant. For a list of weapons and their bonuses, check out the Weapons chapter!)

Then, in battle, you can use spells and abilities that increase attack strength, including Oomph and Psyche Up. Remember, scouting is based on the strength of all three members. Hence, using attack-buffing abilities on all three active monsters will have a much more significant effect on scouting percentage versus only buffing one monster.

Some monsters have
Skills that boost their
damage against a particular
monster family, and they
will use these abilities to
bolster the chance for
success while scouting.
However, for the monster
to do this during a scouting
attempt, its tactics setting



must be set to either "Show No Mercy" or "Mix it Up" so that the monster is allowed to expend MP using the ability in the correct situation. If the monster is set to either refrain from using MP or to focus on healing, it will not use scouting-appropriate abilities to boost the odds of success. The monster also won't use abilities while scouting if MP is insufficient, of course.

Naturally, higher-level monsters will have larger attack values than their lower-leveled counterparts. If all else fails, pile up some more levels for the three monsters that are already the strongest available!

# ACQUIRING MORE MONSTERS: SYNTHESIS

While scouting is the source for many monsters, synthesis is the doorway to more types of monsters, including the most powerful monsters in *Dragon Quest Monsters: Joker 2*. Synthesis becomes available after the scout locates Dr Lump and sees him safely aboard the *Albatross*, as Dr Lump takes up residence outside the holding pen.

One vitally important thing to keep in mind when it comes to synthesis is that when the two "parents" combine to form the new monster, both disappear from the roster. The end result is a monster more powerful than either of the parents, so it's a sacrifice to make eagerly.



### SYNTHESIS: STEP BY STEP

There are five decisions that you must make when synthesizing monsters. These are the same five steps taken for every synthesis:

- 1. Select two monsters as parents.
- 2. Select the synthesis result.
- 3. Assign Skills for the new monster.
- 4. Name the new monster.
- 5. Assign the monster to the active party, the reserves, or the monster pen.

These are the basics of synthesis, but there's quite a bit more going on behind the scenes. The first step is the most important and is the foundation for every choice that follows it.

# STEP 1

#### **SELECTING PARENTS**

In order to synthesize, two monsters must meet the following requirements:

- 1. The monsters must be at least level 10.
- The monsters must have different charges. Monsters have one of three types of charges: positive, negative, or neutral. The acceptable combinations for synthesis are positive/negative, positive/ neutral, and neutral/negative.

After selecting the parents, possible results from their union are displayed. In most cases, there are three choices, but there are specific combinations of monsters that result in fewer choices.

In the case of three choices, the family of the monster in the positive slot determines the family of the top option. The family of the middle option is based on the family of the monster in the negative slot. The following chart (on the next page) shows the family of the final choice:



RAGONQUEST MONSTERS-JOKG

- (ALONG TOP) + (DOWN SIDE)	SLIME	DRAGON	NATURE	BEAST	MATERIAL	DEMON	UNDEAD
SLIME	Slime	Material	Dragon	Undead	Demon	Undead	Beast
PRAGON	Material	Dragon	Beast	Material	Demon	Undead	
IATURE	Dragon	Demon	Nature	Dragon	Demon	Slime	Slime Demon
BEAST	Undead	Material	Dragon	Beast	Nature	Dragon	Material
IATERIAL	Demon	Demon	Demon	Nature	Material	Nature	Slime
EMON	Undead	Undead	Slime	Dragon	Nature	Demon	
INDEAD	Demon	Slime	Demon	Material	Slime	Nature	Nature Undead

Once the family is determined, the specific monster choices in the first two slots are the monsters with strength ratings at least one greater than the strength rating of the strongest parent (a complete listing of strength ratings is included in the Monster Data section of this guide). The third choice (determined by the chart) is the monster with a strength rating at least one greater than the strength of the lower strength parent.

For example, putting a bag o' laughs (Material, strength 5) in the positive spot and a funghoul (Undead, strength 22) in the negative spot results in the following choices:

spitnik (Material, strength 32)

muddy hand (Undead, strength 29)

bad egg (Material + and Undead - = Slime, strength 8)







# Tracking Synthesis and Reaching Higher Levels

It's easy to keep track of which monsters are the results of synthesis and which are acquired in other ways. Synthesized monsters have a plus sign and a number next to their letter rank. If two scouted monsters are synthesized, then their offspring has a +1 next to its rank.

Each synthesis involving a creature with a number after its rank increases this number in its offspring. In synthesis involving a scouted monster and a synthesized monster, the scouted monster counts as +1. If both parents are synthesized monsters, then their offspring's rank will be the sum of their rank modifiers. For example, synthesize a D+2 and an E+3, and their offspring is +5.

Why is this number important? It has to do with level caps. Monsters with any value from 0 to 4 can reach only level 50, while monsters with values ranging from 5 to 9 are able to reach level 75. Any monsters with values 10 or higher can go all the way to level 100!

Parents impact their offspring in two additional ways. First, most of the Skills available to the new monster are passed down from its parents (more on that in Step 3). Second, the new monster's stats (HP, MP, attack, defence, agility, and wisdom) are equal to the sum of the stats of its parents, then divided by four (any fractions are lost). Even though all synthesized monsters start at level 1, they're often more powerful than wild monsters that are a few levels higher. Don't be in a hurry to synthesize monsters just because they hit level 10!

# STEP 2

#### SELECT SYNTHESIS RESULT

With Step 1 out of the way, now it's time to consider synthesis result options. Press up and down on the + control pad to preview the potential new monsters. If a monster is new, the word NEW appears near the monster's name. If a letter appears next to a monster's name, it means that the creature is a higher rank than either of its parents. The top window shows the Skills inherent to the monster and its Traits. Unlike everything else in synthesis, the parents have no impact on their offspring's Traits, as Traits are determined solely by the created monster.





# Positive or Negative?

A synthesized monster's charge is determined randomly until certain items are found. Positive and negative have an equal 47% chance of occurring, while only 6% of monsters are neutral.

Charge can be controlled through the use of two items, the Plus sceptre and the Minus sceptre. Equip either one of these items on the parents before synthesis, and the charge of their offspring is determined.

# STEP 3

#### SKILLS SELECTION

The number of Skills allowed to assign to the new monster depends on the monster's size. Small monsters get three Skills, medium monsters get four Skills, and large monsters get five Skills. The Skills made available during synthesis are determined in three different ways.

- The choices appearing at the top of the list are the Skills inherent to the synthesized creature.
- The Skills with + next to them are the Skills from the parent in the positive slot. The Skills with - next to them are the Skills from the parent in the negative slot. If both parents have the same Skill, it shows up with both a + and - next to it.
- Additional choices are available due to the parents meeting certain conditions.

The Skills section of the quide includes details on unlocking specific Skills, but generally, they're unlocked in one of two ways. The first way involves Skills that have tiers to them, such as Fire/Fire II/Fire III. The parents involved in the synthesis must have allocated the maximum number of points for a Skill between them to unlock the next higher Skill. If one parent has 50 points in Fire (the maximum number of points in Fire), then Fire II becomes unlocked.



If one parent has 30 points in Fire and the other has 20 points in Fire, then Fire II becomes unlocked. Unlocking other Skills requires a minimum number of points spent in a few different Skills. In order to unlock Iceplosion Slashes, the parents must have allocated 18 points in Boom Boxer, 17 points in Icemeister, and 12 points in White Knight.

# **Inheriting Points**

Before any monster is used in synthesis, check to see if it is about to hit a level where it earns additional Skill Points. Why? Parents pass down more than just a list of Skills to their offspring.

One-half (rounded down) of the total points the parents had allocated to a chosen Skill transfer to the new monster. Don't worry about keeping track of this; the Points column on the Select Skills screen does this automatically.

What isn't shown on the screen is unallocated points. Any unallocated points are passed down at the rate of one for every four points the parents had between them. Obviously, it's more efficient to allocate the points to Skills before synthesis, but if there's only one Skill you want to pass along via synthesis, then there's no reason to waste the points on the monster's other Skills.

# THE FINAL STEPS

#### NAMING AND ASSIGNING THE NEW MONSTER

There's not much to these steps, but they still must be completed before ending synthesis. Give the new monster a name, then assign it to either the active party or the reserves, or send it to the monster pen. Now those are all the tools needed to build a powerful fighting force! There's nothing else to synthesis, right? Well, not exactly...



## SPECIAL SYNTHESIS

Not all types of synthesis are created equal. While the same steps as normal synthesis are always followed, there are four different types of synthesis that kick in when the parents meet certain conditions. The Monster Data section of the guide provides details for each monster, but the following is a quick overview of how each works.

# SPECIAL SYNTHESIS

#### **AFFECTION SYNTHESIS**

Affection synthesis includes two monsters of the same type, but the special condition is their level. If, for example, a slime and a slime are synthesized, the result is another slime. However, if both slimes are at least level 20, then the result is a slime X.

# SPECIAL SYNTHESIS

#### LINEAGE SYNTHESIS

Synthesis involving specific monsters may result in types of monsters unavailable through other means. Lineage synthesis can be either two specific monsters or the combination of one specific monster with any monster from a specific family. An example of the first type is the scissor beatle. The only way to synthesize a scissor beatle is to cross a yabby with a scorpion. An example of the second is scorpion. The only way to synthesize a scorpion is to combine a crabid with any member of the Nature Family.





# SPECIAL SYNTHESIS

#### **FOUR-BODY SYNTHESIS**

In four-body synthesis, it's the grandparents that matter. To synthesize a khalamari, the parents of *its* parents must be pairs of khalamari kids and king squids. How the khalamari kids and king squids are fused is irrelevant.

Before jumping into four-body synthesis, both the Plus sceptre and Minus sceptre should be obtained. Having these items in possession results in a great deal less potential frustration and restarting the game due to synthesized monsters having the same charge!



# SPECIAL SYNTHESIS

#### **INCARNUS SYNTHESIS**

The final type of special synthesis deals with one specific family of monsters, the Incarnus. The Incarnus are a subset of the ??? family and include the following monsters: wulfspade, hawkhart, cluboon, diamagon, wulfspade ace, hawkhart ace, cluboon ace, diamagon ace, Ace of Spades, and Wildcard.

Incarnus synthesis is a similar to lineage synthesis, with a slight twist. It's the rank of the second parent (the one that isn't Incarnus) that determines the final monster.

# BUILDING THE PARTY

With the sheer amount of creatures roaming about and the potential for improvement and customization offered by synthesis, it's clear there will be a lot of party development required. Each new generation of allies created by synthesis will start at Iv1 again and requires leveling up to at least Iv10 in order to be ready for more fusing. (And the more EXP, the better the synthesis result—while it's possible to synthesize as soon as a candidate is Iv10, that doesn't mean it's the best idea to do it right away before higher stats and more skill points are earned with more leveling.)

There are several ways to go about bringing new monsters up to snuff. The simplest is to just keep "lowbies" in the reserves. The substitute party doesn't earn as much EXP as the main party that actually wins the fight, but the subs still earn way more than the monsters sulking back at the pen in the *Albatross*. By putting new monsters in the reserve party, they can be easily leveled to at least lv10 without the scout actually ever having to use them. Just keep the three best monsters in the active party, and use them against foes their own size as normal.



To boost a single candidate more quickly, take a little risk and place the creature in the main party against much tougher foes. With two full-strength allies alongside the low-level monster, a defensive spell like Buff, and a little luck, the little guy should gain a ton of levels in just a few fights.

Very quickly, monsters become not-so-helpless. And if the low-level monsters are actually higher in rank than most of their predecessors (which is one of the main things a practitioner of synthesis should shoot for), then the new monsters won't have to make it all the way up to the level of the current main party in order to supplant them as the most powerful allies.

These are just general approaches to easily gaining EXP for new generations. It's possible to do it much more quickly...

## TOTALLY METAL

There is no sight in the wild lovelier than a metal monster. These peculiar creatures panic easily, and they are incredibly prone to flight—while roaming the wild, they will immediately run away if they sense the scout approaching. Even during battle, they may flee at any time, even as the first thing they do. They are also incredibly resilient, with huge defence and



agility ratings making them capable of evading almost any incoming attacks, and they are totally immune to many forms of damage.

Still, metal monsters have really low HP, so if they *can* be hit, they can be defeated rather easily. And they give so much EXP! These

metal creatures are like EXP piñatas, giving roughly 10 times more EXP than they should for their level.

Each time the scout visits a region, there are a few spots where metal monsters may show up, roaming in the wild. These spots are marked on the detailed maps of this guide. Once the scout encounters metal monsters in the wild, they won't reappear until the scout leaves the region entirely. Approach metal monsters from behind to avoid scaring them away before battle even begins.



Metal monsters will also rarely appear alongside other monsters encountered in the wild.

While metal monsters are extremely defensive and evasive, some weapons and abilities are anti-metal and assured of dealing

damage against metal monsters. When hunting metal monsters, packing anti-metal weapons like the obsidian sword is essential.

Eventually, thanks to metal tickets received from blue treasure chests (and in a few other places), it's possible to fight metal monsters much more deliberately, in a kind of EXP minigame.

#### METAL MENAGERIE

A metal ticket buys one entrance into the Metal Menagerie. "Use" a metal ticket from the item inventory, then exit any region to travel to the world map screen. From here, the Metal Menagerie can be accessed as the "???" location.

The Metal Menagerie is a rocky, otherwise nondescript valley that happens to be distinguished by a teeming abundance of metal monsters.

By sneaking up on metal monsters here, you can fight and defeat

metal slimes repeatedly in succession. Occasionally, metal slimes will be accompanied by a hunter mech, but this accompaniment can and should be ignored in favor of piling onto the metal slimes.

Since the Metal Menagerie is populated almost entirely with metal slimes, a party can be tailored specifically to metal mashing. Everyone should have



metal weapons at a minimum.
Multi-hitting monsters using metal
weapons, like swarmtroopers, can
more or less guarantee knockouts
against metal slimes.



The Metal Menagerie runs on an invisible timer. Notices will appear to inform the scout when the metal slime well is close to running dry, and again to update that all metal slimes have scrammed. At that point, the scout is automatically returned to the world map, and the Metal Menagerie is again inaccessible (at least until another metal ticket is used!).

Exactly when the slimes will run out during a visit is widely variable. Essentially, just try to fight as many slimes as quickly as possible, and make the most of the battles.

Eventually, after chapter 9, liquid metal slimes will always show up in the Metal Menagerie, making metal tickets and thus Menagerie visits ever more valuable. By now, the Vanish Scouting Skill assures that slimes

can always be snuck up on successfully, without scaring off metal monsters. Even with Vanish up, be sure to initiate combat by approaching from behind—surprise attacks are never more valuable than when they are used against a group of liquid metal slimes!





# THE ALBATROSS

The Monster Scout Challenge is a tournament that attracts competitive monster scouts from all over the world. Your character, the hero scout, begins his journey hiding in a wooden cargo crate, which sits waiting to be loaded into a nearby airship that is bound for the arena.



When the coast is clear, press any button to shake the lid off the crate.



Although the crate is useful for hiding from humans, many monsters have liner powers of perception than people



# AREA CONNECTIONS ON THE ALBATROSS



# WILD MONSTERS

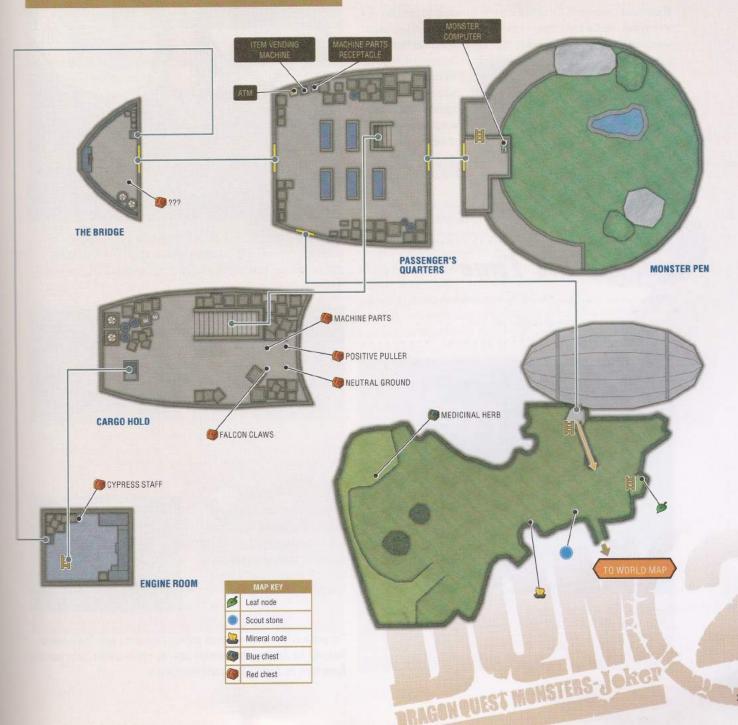
#### MONSTERS

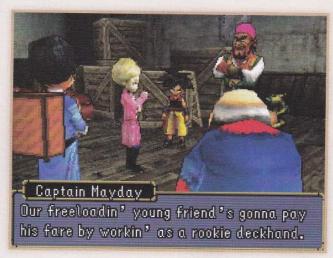
MONSTER	RANK FAN	WILY LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	scout	SPELLS & ABILITIES	TREASURE	SKILLS
1 SLIME	3	<b>5</b> 1	8	0	8	5	10	12	3	1	***	_	medicinal herb	120 Slimer 177 Defense Boost

# THE STOWAWAY SCOUT

OBJECTIVE Become acquainted with the ship's passengers and crew.

# THE ALBATROSS IN DETAIL





The scout is discovered! The captain elects to introduce the fresh fish as a journeyman into the ship's crew, instead of just pitching the transgressor overboard. Quite generous, especially from a man named Rex Mayday.



The first order from the captain: the scout must greet everyone formally. This process also doubles as a tour of the vessel and its accommodations.



Below decks, Archie Logg waits in the cargo hold.



Rory Bellows labors in the engine room.

After the hero has met with everyone and returned to Captain Mayday to report, a commotion arises from the passenger's quarters. The captain wants it checked out.



The Countess is the first one alarmed, but soon everyone realizes that something is amiss, as forces from outside build until the cabin starts shaking violently. Now is probably a good time to check and see how Rory is doing in the engine room...

# All in Due Time

The red treasure chests aboard the Albatross are all locked initially. As the story progresses, each chest eventually becomes unlocked.



Eugene Poole, Lily Glider, and Metonie (as well as the Countess) can be found in the passenger's quarters.



The turbulence causes the engine to start failing. Rory will do all he can, but the captain should be informed of the situation.



There's nothing anyone can do to keep the storm from knocking this bird out of the sky. The Albatross is going down!

The scout regains consciousness outside. This is the first chance to explore an open area. Treasure and materials can be gathered from the field, and the first Scout's Stone is here.



The wreck of the *Albatross* lies on the north end of the area. The entrance back into the *Albatross* is accessible either by climbing vines, or by learning **Zoom** from the **Scout's Stone** and then using it.

# Secrets of Old

From the strange Scout's Stone monoliths, the intrepid scout can learn special scout abilities. This first stone offers up Zoom, which allows instant travel

back to previously
visited regions
from almost
anywhere!
For now, that
just means the
Albatross, but at
least it's a start.



Sunny
19 E

Equip the cypress staff found in Rory's treasure chest for a boost to attack power before the first battle.

The *Albatross* is mostly intact but abandoned. The only occupant left is a single monster in the monster pen. There's no one inside. Back outside, Rory Bellows is found again, just upon exiting the *Albatross*. He's safe and is thrilled to see a survivor. To make sure that the scout is a little better prepared, Rory lets out the last monster for the scout's use, and he unlocks his treasure chest in the engine room!

Outside, Rory provides coaching and encouragement during the first attempts at fighting and scouting. The only baddies here are slimes—soft targets both literally and figuratively. And so cheerful looking! After adding a slime or two to the party and getting comfortable with combat, it's time to head deep into the jungle of Treepidation. If Rory is all right, maybe some of the other passengers made it, too. The Monster Scout Challenge seems very far away at the moment.

# The First Monster

Six monsters can be seen in the monster pen before the wreck of the Albatross. After the crash, only one monster remains—this is the monster who soon joins the scout. Whenever a new game is started, the remaining monster is randomly selected from these candidates:



Spook) ( 🥯 ghost)



Philiage



**Jasper** (**:** bao o` laughs



Fang (& komedo



Buddy
( apsichum



**Sunny** (▲ bad egg)

Don't worry about only getting one of these six monsters at first, as it's not a matter of missing out—no matter which monster is left at the beginning, each of the possible starting monsters can be acquired eventually through scouting in the wild.

## **KNOW YOUR ROLE**

The iconic, lowly slime is the first monster available to both fight and scout. As a slime levels up, it can learn to heal other monsters in the party. Its defence and HP can also be increased, making the slime a great companion for keeping the party healthy and for staying alive while doing so. As monsters level up and diversify in their abilities and strengths, consider what they bring to the table in a party and what particular roles they fill, is a monster best suited for dealing damage, supporting the party with buffing magic, or debilitating enemies with enfeebling abilities? Keep this in mind when equipping items, too. If a monster won't be directly attacking very often, it can still benefit from a weapon that provides stat boosts or other beneficial properties beyond just increasing raw damage. Likewise, give the attackers the weapons with the best attack rating and the best bonuses to direct damage. Assembling parties of monsters that can complement each other results in much more consistent success than simply throwing any three monsters together at a time.

# One Stop \$hopping

The passenger's quarters of the Albatross contain several automated machines designed to provide supplies and aid to the monster scout.

These devices include an ATM, the Item Vendor, and a machine parts deposit box. They aren't accessible initially, but they become available not too far along in the adventure.

# A Penny Saved is a Penny Earned 1 -



The ATM allows the forward-thinking scout to sock his coin away in the bank, where it's safe from peril. If all the scout's monsters get knocked out in the

# Item Vendor

Once operational, the Item Vendor stocks lots of useful merchandise. Acquire machine parts and deposit them in the receptacle adjacent to the Item Vendor to improve the quality of items available.

#### AVAILABLE WHEN THE ITEM VENDOR IS FIRST ACCESSIBLE

NA	IME	DESCRIPTION	PRICE
8	medicinal herb	Restores 30 HP to a single ally.	8
8	antidotal herb	Cures a single ally of the effects of poison.	10
8	copper sword	Attack +10	270
R	iron lance	Attack + 9 / Rather effective against slimes (1.05x damage).	310
P	stone axe	Attack +7	180
8	oaken club	Attack +3 / Increases defence.	120
S	leather whip	Attack +4 / Deals damage to all enemies.	380
Ø	stone claws	Attack +5 / Increases agility by 8.	200
9	cypress staff	Attack +4 / Increases wisdom by 10.	150

#### AVAILABLE AFTER DEPOSITING 1 MACHINE PART

MA		DESCRIPTION	PRICE
8	moonwort bulb	Cures a single ally of the effects of paralysis.	30
8	smelling salts	Cures a single ally of the effects of sleep and confusion.	80
8	divine dagger	Attack +13 / Rather effective against the undead (1.05x damage).	530
x	pitchfork	Attack +16 / Rather effective against naturalists (1.05x damage). Makes critical hits easier to land.	780
9	woodcutter's axe	Attack +14 / Rather effective against beasts and naturalists (1.05x damage).	650
S	sludgehammer	Attack +12 / Rather effective against materialists and slimes (1.1x damage).	400
8	battle whip	Attack +10 / Deals damage to all enemies.	630
4	iron claws	Attack +11 / Increases agility by 10.	500

#### AVAILABLE AFTER DEPOSITING 4 MACHINE PARTS

		DESCRIPTION	PRICE
8	wizard's penny	Increases one ally's resistance to magic.	310
	Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
8	rapier	Attack +18 / Rather effective against dragons(1.05x damage).	840

#### AVAILABLE AFTER DEPOSITING 7 MACHINE PARTS

NJ		DESCRIPTION	PRICE
å	strong medicine	Restores 50 HP to a single ally.	50
8	Positive Puller	Lures  monsters into battle. The effect wears off after the battle.	1500
8	Think Negative	Lures omnsters into battle. The effect wears off after the battle.	1650
త్	jumbo Insulade	Increases all allies' resistance to fire and ice breath attacks.	1050
B	steel broadsword	Attack +30 / An ordinary steel sword.	2000
Z	sacred spear	Attack +22 / Rather effective against demons (1.05x damage).	920
7	iron axe	Attack +23	990
8	iron hammer	Attack +24 / Increases defence by 8.	1540
8	thorn whip	Attack +14 / Deals damage to all enemies.	1400
W.	metal claws	Attack +15/ Highly likely to land a hit against metal monsters. Increases agility by 24.	1650

#### AVAILABLE AFTER DEPOSITING 11 MACHINE PARTS

NI	ME	DESCRIPTION	PRICE
8	antimagic powder	Enchanted dust used to seal an enemy's magic.	100
8	Oomph powder	Greatly increases the attack power of a single ally for 2 to 5 turns.	900
8	Sag powder	Greatly decreases the attack of a single enemy for 2 to 5 turns.	900
8	mistake medicine	Inflicts a status ailment on a single foe.	600
8	zombiesbane	Attack +36 / Rather effective against the undead (1.1x damage).	3850
B	partisan	Attack +28 / Rather effective against materialists (1.05x damage).	2300
9	woodsman's axe	Attack +32 / Rather effective against beasts and naturalists (1.1x damage).	2150
80	war hammer	Attack +31 / Occasionally crushes foes in a single blow.	5200
8	snakeskin whip	Attack +20 / Deals damage to all enemies.	1800
Ø	sacred claws	Attack +25 / Effective against demons (1.15x damage). Increases agility by 19.	2500
Q	rune staff	Attack +12 / Increases wisdom by 22.	580

#### AVAILABLE AFTER DEPOSITING 16 MACHINE PARTS

		DESCRIPTION	PRICE
8	special medicine	Restores 120 HP to a single ally.	250
8	Yggdrasil leaf	A mystical leaf that resurrects a single fallen ally.	1500
8	Sapperine	Greatly decreases the defence of a single enemy for 4 to 7 turns.	900
8	Decelerationic	Greatly decreases the agility of a single enemy for 4 to 7 turns.	900
8	Dimium	Greatly decreases the wisdom of a single enemy for 4 to 7 turns.	900
8	dragonsbane	Attack +41 / Rather effective against dragons (1.1x damage).	4700

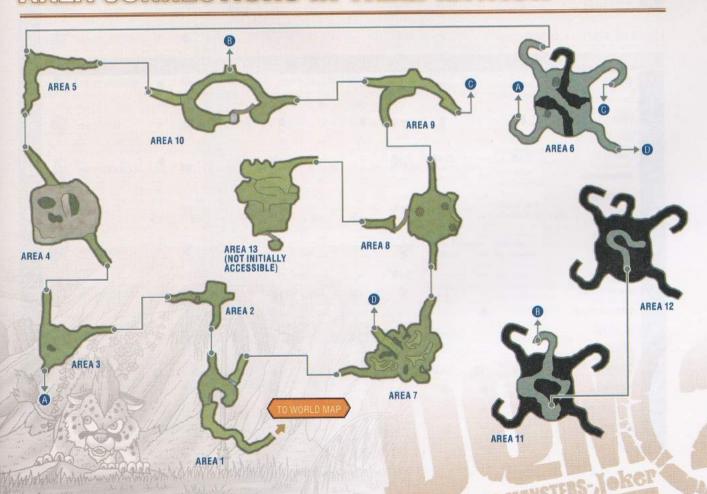
#### AVAILABLE AFTER DEPOSITING 23 MACHINE PARTS

NA		DESCRIPTION	PRICE
8	Bufferine	Greatly increases the defence of a single ally for 4 to 7 turns.	900
8	Acceleratonic	Greatly increases the agility of a single ally for 4 to 7 turns.	900
8	Pingium	Greatly increases the wisdom of a single ally for 4 to 7 turns.	900
8	obsidian sword	Attack +48 / Highly likely to land a hit against metal monsters.	7000
X	holy lance	Attack +34 / Rather effective against the undead (1.05x damage).	2850
9	headsman's axe	Attack +39 / Makes critical hits easier to land.	4200
So	miracle mallet	Attack +37 / Restores some of the wielder's HP.	5800
8	sidewinder	Attack +30 / Deals damage to all enemies.	2800
4	razor claws	Attack +33 / Increases agility by 24.	3100
Q	crystal staff	Attack +34 / Increases wisdom by 33.	3600

# TREEPIDATION

Treepidation is the first accessible area outside of the Albatross. The search continues here for other crew members.

# AREA CONNECTIONS IN TREEPIDATION



# WILD MONSTERS

#### LOCATION TABLE—CLEAR DAY

-	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9	AREA 10	AREA 11	AREA 12
1	SLIME	O&D	O&D	0	-	O&D	-	_	-	-	O&D	-	_
3	SWARMTROOPERS	-		_	-	-	D		0		O&D	-	ME.
6	DRACKY	-1	-	D	-	D	0	D	_	D	D	0	_
12	MUD MANNEQUIN	100			O&D				Hall	-		-	-
13	LIPS	_	-	-	0	-	0 & D		_		_	0	D
14	STUMP CHUMP	O8D	0	O&D	-		-	O&D	D	-	-	-	
17	SCISSOR BEATLE	_	_	_		-	-	-	O&D	-	-	_	-
22	FUNGHOUL			112		-		-1		-	O&D		
25	HELL HORNET	_	-	-	-	-	-	0	08D	0 & D	_	_	_
28	CONKLAVE		-				-	-		-			
29	MUDDY HAND	=	-		0 & D	-	-	-	-	-	_	-	D
31	MENTAL PITCHER	-		-	-				-		No.	-	_
37	GREAT SABRECUB	-	O&D	0	-	D	-	0	-	0	_	_	_
39	CHEEKY TIKI	D	- 1	5(5)			-			-		-	
40	HEED00V00D00	-	-	-	_	0	-	_	_	0	0	-	-
47	FROGFACE							-		-	-	12.1	
54	HEADHUNTER	-	D	_	-	22	-	D		-		-	
126	GREAT SABRECAT	- 1	D	0	-	_		-		-	1525	-	-
189	BOSS TROLL	-	1-9	-	=	_	-	-	-	-	D	-	_
90	MEDDLE SLIME	0	-			1		O&D		020		E WIN	Щ

#### LOCATION TABLE—RAINING

	***************************************		The same of the same of			*******	********	********		********				
-	MONSTER NAME		2	3	4	5	6	7	8	9	10	11		
1	SLIME	-		_	-	0	27-22	-	-	-	D	-	-	-
3	SWARMTROOPERS			-	-	-	D	-		-			-	
6	DRACKY	D	-	D	-	D	0	D	-	D	-	_	-	-
12	MUD MANNEQUIN	-	-	_	0	_	-		-			-		-
13	LIPS	0.80	-	0.80	0.80	-	_	O&D	0	_	D	_	_	_
14	STUMP CHUMP	-	0	_			-			-	-		-	0
17	SCISSOR BEATLE	_	-	-	-	_	-	_	D	_	_	-	_	-
22	FUNGHOUL	-	-	0	-	O&D	O&D	-		O&D	O&D	-	_	0
25	HELL HORNET	-			_	_	_	=	-		-	_	-	_
28	CONKLAVE	-	-	-	D	-			D	_	_	_		080
29	MUDDY HAND	-	_	-	080	-	-	-	-	_	-	_	_	_
31	MENTAL PITCHER	-	HEY	0	-	08D	_	0&D	1-1	08D				
37	GREAT SABRECUB	_	D	-	-	-	_	_	0	_	_	-	2-0	_
39	CHEEKY TIKI							-	3	-	M-15			D
40	HEEDOOVOODOO	-	-	-	-	_	_	_	_	_	_	_	_	0
47	FROGFACE	O&D	O&D	O&D	O&D	O&D		O&D	O&D	08D	O&D			O&D
54	HEADHUNTER		D	D	_	-	_	-	_	_	_	_	-	D
126	GREAT SABRECAT		-			-			0	_		_	F1451	
189	BOSS TROLL	_	_	_					-	_	-	_	_	D
90	MEDDLE SLIME	0					D			_	-			O&D

#### MONSTERS

ONS	TER		RANK	FAMILY	LV			ATT.	VER	AGIL.	MI2	EXP	Helzb	SCOUT	SPELLS & ABILITIES	THEAGUNE	SKILLS
1	۵	SLIME	F	۵	1	?	?	8	5	10	12	3	1	***	-	medicinal herb	120 Slimer 180 Agility Boost 186 Frizz Ward
3	*****	SWARMTROOPERS	F	•	1	18	5	18	7	14	2	15	2	***		moonwort bulb	34 Woosh & Zap 180 Agility Boost 186 Frizz Ward
6	**	DRACKY	F	ф.	1	14	0	18	9	20	22	10	4	***	_	monster manure	76 Dark Knight 180 Agility Boost 210 Sap Ward
2	卿	MUD MANNEQUIN	F		1	20	10	15	7	25	16	16	12	***	Weird Dance Sultry Dance	magic elixir seed of magic (rare)	107 Dancer 183 Wisdom Boost 204 Ban Dance Ward
3	*	LIPS	F	op	1	26	7	14	4	19	11	18	15	***	Frizz Tongue Lashing	cypress staff	94 Hypnotist 183 Wisdom Boost 206 Inaction Ward
4	徽	STUMP CHUMP	F	•	2	12	8	14	9	12	13	8	5	**		medicinal herb	126 Green Finger 177 Defence Boost 188 Woosh Ward
7	濟	SCISSOR BEATLE	F	•	4	36	14	37	34	29	14	33	7	990	Double Up Snooze	seed of defence	127 Hive Mind 177 Defence Boost 186 Frizz Ward
22	3	FUNGHOUL	F	•	2	24	16	22	8	19	18	24	9	***	Sweet Breath Poison Breath	antidotal herb fleeing from large monster: antimagic powder (rare)	122 Graveheart 183 Wisdom Boost 189 Crack Ward
25	×	HELL HORNET	F	•	3	18	5	20	9	30	12	27	13	***	-	moonwort bulb	98 Diminisher 180 Agility Boost 208 Sleep Ward
28		CONKLAVE	F	4	2	24	5	22	17	14	10	22	7	***	Dragon Slash	medicinal herb copper sword (rare)	4 Frizz & Woosh 183 Wisdom Boost 187 Bang Ward
29		MUDDY HAND	F	•	1	17	5	13	10	15	12	8	2	***	-	medicinal herb fleeing from large monster: seed of life (rare)	128 Materialist 183 Wisdom Boost 200 Poison Guard
31	5 DE	MENTAL PITCHER	F	•	5	64	6	36	19	16	4	53	27	**	Dazzle	seed of wisdom	13 Frizz & Sizz 183 Wisdom Boost 192 Sizz Ward
37		GREAT SABRECUB	Е	•	5	40	7	42	14	76	32	39	22	***	Mercurial Thrust Sandstorm	stone claws fleeing from large monster: antidotal herb strong medicine	121 Naturalist 180 Agility Boost 201 Drain Magic Wa
39	*	CHEEKY TIKI	E		4	30	8	24	33	20	38	30	6	***	Kasap	medicinal herb	119 Trickster 177 Defence Boost 207 Paralysis Ward
40	秦	HEEDOOVOODOO	E	*	6	36	15	44	20	45	48	44	33	***	Frizz Poisonous Touch Sultry Dance	strong medicine fleeing from large monster; cypress staff rune staff (rare)	118 Mime 183 Wisdom Boost 190 Zap Ward
17	No.	FROGFACE	E	ф	5	37	10	38	30	21	22	32	18	***	Poison Breath	antidotal herb "Positive Puller" (rare)	77 Healer 177 Defence Boost 186 Frizz Ward
54	樂	HEADHUNTER	E	<b>W</b>	6	66	7	52	29	5	36	60	17	**	Demon Demeaner Double Up	stone axe iron axe (rare)	110 Berserker 174 Attack Boost 209 Sag Ward
26	<b>A</b> -	GREAT SABRECAT	С	•	18	156	15	126	85	166	31	420	115	•	Mercurial Thrust War Cry	iron claws fleeing from large monster: medicinal herb seed of agility (rare)	82 Speedster 180 Agility Boost 198 Whack Ward
89	140	BOSS TROLL	В	ф	20	744	23	242	52	90	12	1036	20	•	Psyche Up	oaken club Brawn Over Brains (rare)	89 Anti-Dragon 174 Attack Boost 212 Dim Ward
90	4	MEDDLE SLIME		۵	1	2	128	11	500	128	50	231	5	•	Frizz	seed of agility seed of defence (rare) fleeing from large monster: medicinal herb seed of agility (rare)	120 Slimer 180 Agility Boost 211 Decelerate War

RAGONQUEST MONSTERS-JOKOR

# INTO THE WILD



OBJECTIVE Follow Rory and search for other survivors.

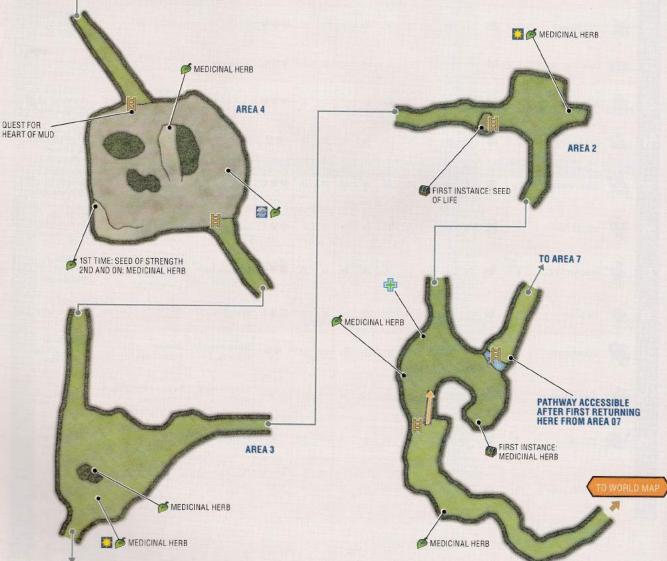


# TREEPIDATION IN DETAIL

# Healing Stones

Certain peculiar stone monuments, marked on the map with a medical cross, can revive and heal all monsters in the party. These objects can only be used once per visit, and after they are expended, the healing stones become inactive until the scout returns to the Albatross. Here, use the healing stone to return to full strength after using the local wildlife to level up some freshly acquired monsters.

AREA 1



TO AREA 6

# THE LUMBERING WORMONGER



The wormonger slithers its bulk through the wilds of Treepidation. All creatures cower in fear when the wormonger is in the area.



Some monsters will drop bags of loot when they flee from large monsters.



Some monsters burrow hastily into the ground to hide from large monsters, leaving behind holes that lead underground. Fall underground through a hole in area 03 to snatch a copper sword from area 06!

While searching in Treepidation, it quickly becomes apparent that there are monsters far outside the scouting and combat capabilities of a rookie monster scout. The enormous snake-like wormonger that roams here is the obvious example, but the lumbering boss troll farther along in the region is also a reminder to be humble. Steer clear of threats that are far too strong for now. There will be ample time later to take on some of these heavier challenges.

Here, our hero experiences the first taste of combat and scouting against monsters that aren't just perpetually gleeful blue slimes. More monsters

to fight naturally means more monsters to scout, so make your party more formidable by collecting specimens found in the jungle.



Arrive at area 05, and events unfold that force a return to the *Albatross*. Archie Logg was found in the woods safe and sound, but the cost was steep—Rory has been swallowed by the huge beast!



Upon entering area 02, our hero encounters the wormonger for the first time. Naturally, it behooves the cautious monster scout to give this titan a wide berth for the time being.

The ladder at the north end of area 04 is blocked by a mud mannequin that has wasted away, missing his heart of mud. The muddy hands in the area have snatched his heart of mud, and they'll only drop it in the loot sacks they sometimes leave behind in fright as the wormonger passes through.



Retrieve the heart of mud from one of the sacks and return it to its rightful owner to proceed.

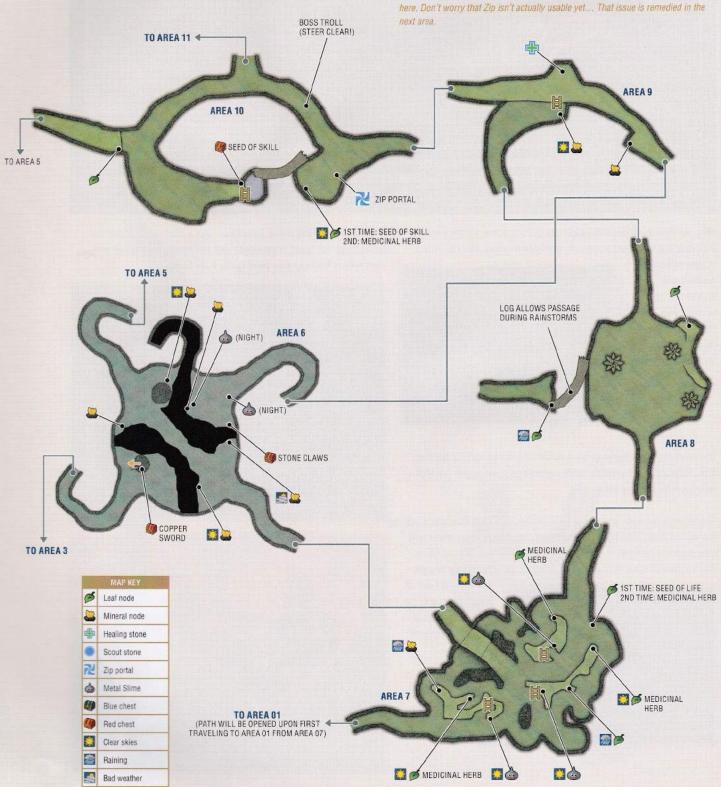


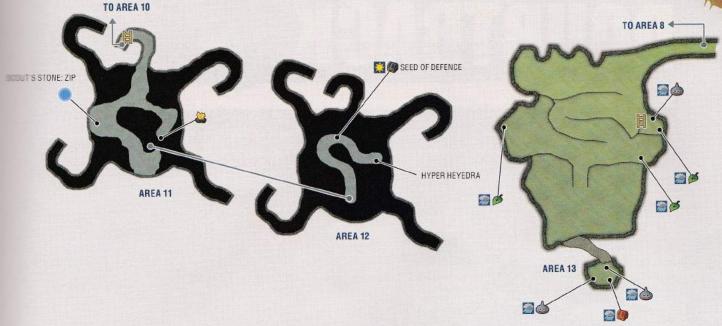
Nighttime has fallen around the Albatross and the forest. Monsters and treasure vary depending on the time of day as well as the weather. The weather may change as areas are revisited, and often, certain areas, treasure, and monsters are only found in certain conditions.

Return to area 05 to enter the underground area 06. Following along this path eventually leads to area 10, where the boss troll saunters along a waterfall path. Sneak around behind him to the cave beyond and look for the wormonger sleeping soundly...



Take a moment while sneaking around the boss troll to activate the first Zip Portal





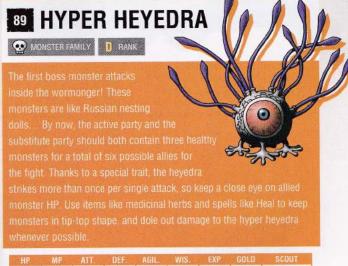
The Scout's Stone that teaches Zip is found in area 11. Zoom allows a monster scout to warp between previously visited areas, while Zip allows transport to the previously activated Zip Portal in a given region. For example, using Zip in Treepidation whisks the intrepid scout to area 10, if that Zip Portal is active.



Find the wormonger's maw in area 11, and plunge right into the belly of the beast. Area 12 is inside the large monster. Proceed forward far enough, and an odd occupant of the wormonger's digestive tract soon takes notice.







142 12 11 SPELLS AND ABILITIES: Hit Squad, Zam, Shade Slash

TREASURE: antidotal herb

LV 10

After defeating the hyper heyedra, it's time to return to the Albatross. Archie is quite grateful for the assist in saving Rory, and he shows his gratitude by unlocking his treasure chest in the cargo hold. Inside Archie's chest are machine parts, which can be deposited into the receptacle adjacent to the Item Vendor to improve its wares. The more machine parts deposited, the better the items the hero gains access to! And speaking of the Item Vendor, it's operational now-Rory repaired it. The Item Vendor contains

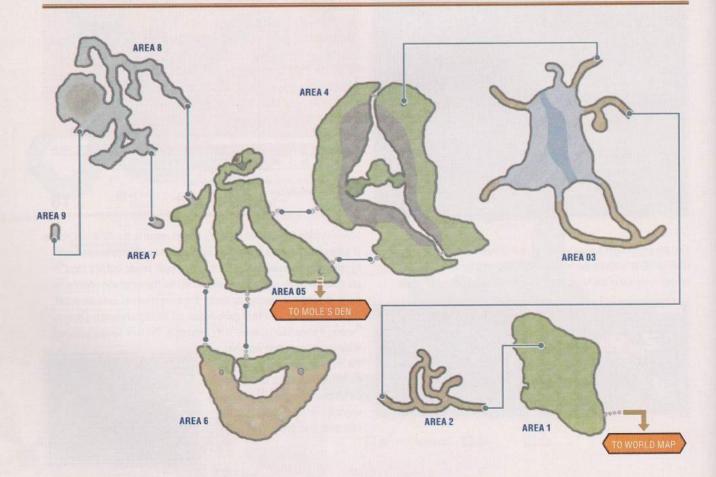
weapons stronger than whatever the monsters have equipped so far, so consider spending some gold on worthwhile monster weapon upgrades before moving on to the next area: Doubtback.



# DOUBTBACK

After the hero is finished rescuing Archie and Rory from Treepidation, the way to Doubtback is open. In these sprawling, open plains, the search continues for other lost companions. Remember to check the Item Vendor for weapon upgrades for the choicest monsters, then head on out!

# AREA CONNECTIONS IN DOUBTBACK



# WILD MONSTERS

#### LOCATION TABLE—CLEAR SKIES

	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9
2	KOMODO	-	-		0	0	0	0	-	-
4	PLATYPUNK	O&D	D	D	0	O&D		O&D		-
6	DRACKY	D	<del>-</del>	0	D	D	D	D	-	-
7	GHOST	D	0		D	D	D	D	O&D	
11	MISCHIEVOUS MOLE	D	O&D	O&D	D	-	_	_		
19	SATYR	0		Real Land			○&D			
30	HEALSLIME	-	-	O&D	D		-	2-3	-	_
32	SPITNIK	-	0	0			0			
38	WEAKEN BEAKON	-	-	-		O&D		D	_	-
41	DROHL DRONE	_	-							
44	CHIMAERA	0	-	_	0	0	0	0	-	-
46	ROCKBOMB		THE V				123-20	- 1	O&D	-
58	WILD BOARFISH	1-1		::		-	-	_		_
119	HADES CONDOR		-		-	0	-	1-		_
129	GREAT DRACKY	-	_	0		_		-	-	-
90	MEDDLE SLIME	0	O&D	D	1111	11	12 -13			

#### LOCATION TABLE—BAD WEATHER

	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9
2	коморо			_	-	-	-	-		-
4	PLATYPUNK	0	O&D	0	0	0				11-151
6	DRACKY	10,-2-	-	0		=	-	-	-	_
7	GHOST	D	D	D	D	D	D	D		
11	MISCHIEVOUS MOLE	0	O&D	O&D	-	577	-	_	-	_
19	SATYR			-		-	0			
30	HEALSLIME			0 & D	08D	0.80	O&D	0.80	#	
32	SPITNIK				TEN E				104	-
38	WEAKEN BEAKON	_	_	-		-	-	-	-	
41	DROHL DRONE	O&D	0	0	O&D	O&D	O&D	0 & D	O&D	-
44	CHIMAERA	_		-	-	_	-	-	-	
46	ROCKBOMB	*		2 -11					0 & D	=
58	WILD BOARFISH	D		D	<b>○</b> & <b>D</b>	0.8D	0 & D	O&D	( F <del>+</del> III	-
119	HADES CONDOR							-	-	
129	GREAT DRACKY	-	-		-	-		2	-	_
90	MEDDLE SLIME	0			1	-	-		-	-







#### MONSTERS

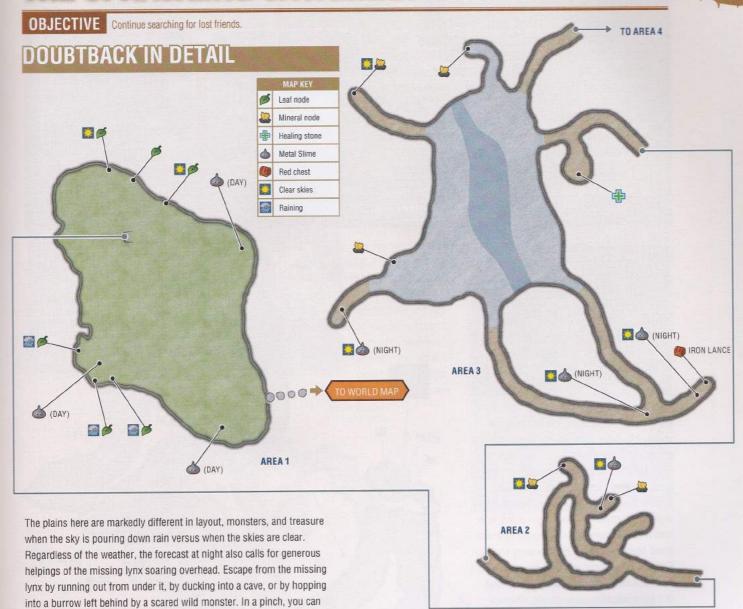
MONS	STER		RANK	FAMILY	LV		MP	ATT.	DEF.	AGIL	. WIS	EXP	GOLD	scout	SPELLS & ABILITIE	S TREASURE	SKILLS
2	為	коморо	F	43	3	42	9	41	20	30	14	45	25	***		stone claws	81 Defender 174 Attack Boost 203 Gobstopper Wa
4	<u>A</u>	PLATYPUNK	F	*	5	32	6	30	15	26	14	32	10	***		medicinal herb fleeing from large monster: seed of defence (rare)	121 Naturalist 177 Defence Boost 186 Frizz Ward
6	*	DRACKY	F	4	4	24	3	22	25	31	25	24	11	444	_	monster manure	76 Dark Knight 180 Agility Boost 191 Zam Ward
7	4	GHOST	F	•	5	36	8	34	16	27	29	26	18	***	Frizz Tongue Lashing	_	122 Graveheart 183 Wisdom Boost 199 Dazzle Ward
11	af	MISCHIEVOUS MOLE	F	•	4	28	3	26	14	22	28	24	15	***	Psyche Up	stone axe	99 Guerrilla 174 Attack Boost 187 Bang Ward
19	数	SATYR	F	•	9	57	17	42	40	36	28	62	18	**	Snooze	smelling salts magic elixir (rare) fleeing from large monster; monster manure bronze bit (rare)	107 Dancer 174 Attack Boost 191 Zam Ward
30	*	HEALSLIME	F	۵	4	8	16	24	16	38	45	28	19	***	Heal	medicinal herb fleeing from large monster: strong medicine special medicine (rare)	77 Healer 180 Agility Boost 188 Woosh Ward
32		SPITNIK	F		4	52	24	46	20	30	32	50	41	**	Dazzleflash	bronze bit	1 Frizz & Bang 177 Defence Boost 189 Crack Ward
38	3	WEAKEN BEAKON	E	*	4	39	12	36	12	33	18	42	12	***	Sap	seed of agility	52 Sizz & Zip 180 Agility Boost 189 Crack Ward
41	**	DROHL DRONE	E	•	5	24	8	26	14	33	22	38	18	***	Zam Shade Slash	medicinal herb fleeing from large monster: antidotal herb Sag powder (rare)	55 Sizz & Zam 177 Defence Boost 190 Zap Ward
44	¥	CHIMAERA	E	•	5	41	5	35	28	36	44	50	30	***	Heal Sweet Breath	monster manure panacea (rare)	79 Cleanser 177 Defence Boost 207 Paralysis Ward
46	0	ROCKBOMB	E		4	56	17	50	56	2	31	48	22	**	Psyche Up	rockbomb shard	111 Martyr 177 Defence Boost 189 Crack Ward
58		WILD BOARFISH	E	9	4	39	4	35	6	16	20	42	20	***	_	moonwort bulb fleeing from large monster; Dimium amor seco essence (rare)	101 Huntsman 177 Defence Boost 189 Crack Ward
19		HADES CONDOR	С	•	8	72	17	67	43	81	14	225	144	V	Mercurial Thrust Heal	medicinal herb fleeing from large monster:	78 Cure-all 183 Wisdom Boost 196 Fire Breath Ward
29	*	GREAT DRACKY	С	ф	25	325	55	156	118	146	288	512	132		Bang Crack	monster manure seed of skill (rare)	19 Bang & Crack 180 Agility Boost 191 Zam Ward
90	۵	MEDDLE SLIME	4	۵	1	2	128	11	500	128	50	231	5	•	Frizz	seed of agility	120 Slimer 180 Agility Boost 211 Decelerate Ward





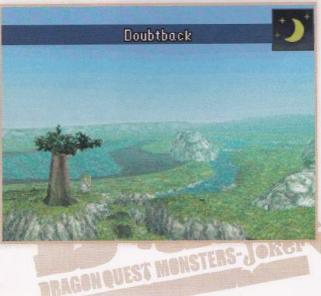


## THE SPRAWLING SAVANNAH





even use Zoom (and Zip, once the Zip Portal is located) to elude the



#### THE MISSING LYNX

Like the wormonger patrolling Treepidation, the missing lynx is a gigantic creature that acts as an overseer in Doubtback.

Whenever the missing lynx flies over a zone, the other monsters in the area scurry and flee, sometimes leaving behind sacks of loot or burrows to fall into.

The missing lynx sleeps during the day in area 08. This area is blocked from access by a mole sentry until certain events occur in the Iceolation region.

Like the boss troll and wormonger before it, the missing lynx is off-limits for now, but it won't be insurmountably powerful forever...





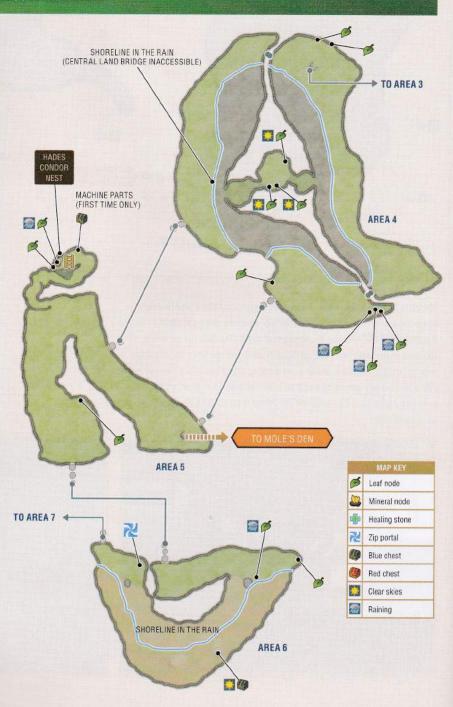
Hun out from under the missing lynx as it swoops overhead to avoid unwinnable battles! Encounters with the missing lynx consistently end in having a monster knocked out before the overpowering missing lynx leaves from disinterest.



When encountering new monster species in an unfamiliar area, take care to scout some specimens and add them to the collection. It's also useful to rotate lower-level monsters into the active party rather than simply focusing all potential EXP efforts on just a handful of monsters. Getting just about any monster to at least Iv10 is extremely useful, just for synthesis alone. Monsters in the substitute party also gain EXP, but at a reduced rate from the active party. Level-ups within the active party also prompt skill point allocation automatically, whereas level-ups in the substitute party do not.



Metal monsters are highly defensive and evasive in addition to being prone to fleeing from battle early. They also cough up far more EXP than normal monsters. Don't pass up the chance to fight metal monsters when they're around. In battle, target them first, and soften them up with throwing items and metal weapons.



Area 04 and area 06 are much different when it's raining; more difficult monsters roam about, and certain sections are flooded completely. Area 05 becomes very important to the adventure, since this is where the hero finds an entrance to the underground den of the moles, located in an area to the southeast. In the north, a Hades condor can be found next. In the vicinity of the nest, different items can be gathered each visit from a blue treasure chest, a leaf, and the nest itself. Depending on conditions, the Hades condor can be encountered swooping aggressively back and forth over its nest!

It can be difficult to make it unscathed across the plains and through the caverns the first time. The Zip Portal found in area 06 comes just in time to allow a quick trip back to the *Albatross*, if any monsters need



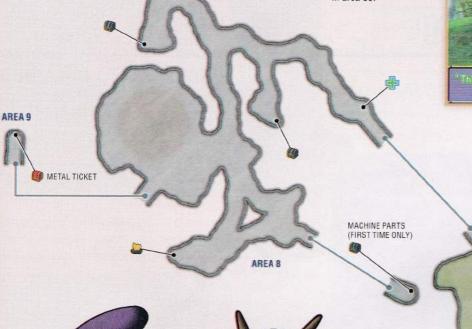
to be healed or revived. Then, our scout can use Zip to return to the portal, picking right up where the search left off.

The nest may look empty now...but perhaps it won't be in a little while.

At the end of area 07, the scout finds the cave leading to the den of the missing lynx at area 08. A mole is stationed here to caution scouts who aren't ready to continue onward. As an alternative in the meantime, he directs scouts to the den of his mole brethren, which can be found in a cave in area 05.



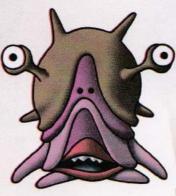




PASSAGE BLOCKED INITIALLY

UEST MONSTERS-Joke



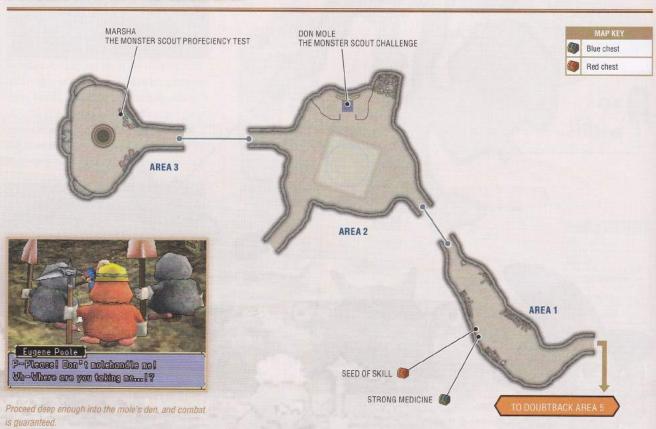


AREA 7

# ARENA

In the mole's den, which is called the Arena and is accessible from the southeast section of area 05 of Doubtback, the scout encounters another lost crew member —but he's being accosted by several rather aggressive moles. A fight to save Eugene ensues.

## ARENA IN DETAIL



## MALEVOLENT MOLES—DUKE, MILES, AND BILLIE

These bone-headed moles don't do anything but attack, although one of them can also try to Psyche Up the attack power of the others. It's just a straight-up scrap, with the enemy going for nothing but direct damage. A leveled slime or healslime in the active party is great for keeping two pure attackers healed up and pummeling away.

	MONSTE		BANK	FAMILY		HP	MP	ATT	DEF.	AGIL	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
11	af	MISCHIEVOUS MOLE	F	•	6	88	6	31	26	11	25	129	19	-	-	-	-
188	at	MANIACAL MOLE	В	•	7	97	12	39	36	6	42	161	23			bronze bit	
11	2	MISCHIEVOUS MOLE	F	*	6	105	D	34	26	33	25	166	20	-	Psycho	-	-



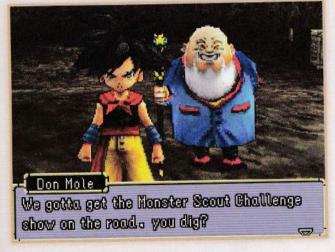
Defeat the moles and save Eugene, and a most surprising outcome ensues. It turns out the Monster Scout Challenge was not so far away, after all...



Since the Arena has now been visited, the region can easily be entered again by using Zoom. You can also still access the location from area 05 of Treepidation, and exiting the Arena on foot leads to that area, rather than to the world map. (At least this makes it easy to check on the Hades condor in Doubtback—Zoom to the Arena, then exit on foot!)

## Monster Synthesis

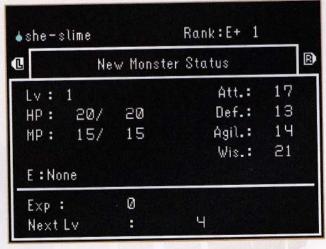
Don Mole, the mole godfather, has sent the fleshy and mysterious Dr Lump back to the Albatross to assist the scout with synthesis. Monsters of opposing polarity that are both at least level 10 can be synthesized to create an offspring that inherits characteristics of both parents. The synthesized progeny may also be of a higher rank, and thus much stronger than either of its parents! Synthesis is performed with Dr Lump's assistance in the monster pen of the Albatross. For more on synthesis, see the Scouting Basics chapter, or consult the monster data sections of the guide.



The mole's den, or rather the Arena, can be explored more thoroughly after the battle. You can also return to the *Albatross* when desired by talking to Eugene Poole, who waits in the chamber near Don Mole. Dr Lump will



journey back to the Albatross along with the scout and Eugene, meaning that synthesis is just a trip to the monster pen away! Back at the Albatross, Eugene's treasure chest in the cargo hold is now unlocked.



The second test in the Monster Scout Proficiency Challenge involves synthesizing a monster with the Healer skill, which is easily done with a slime or healslime.

AGONQUEST MONSTERS-JOKOL

## The Monster Scout Proficiency Test

Remember the mud mannequin rescued back in Treepidation? Well, that monster is here, and its name is Marsha. Here in the Arena, Marsha administers the Monster Scout Proficiency Test. The test is actually comprised of many smaller tasks, and passing these requires bringing Marsha various

monsters as proof of scouting efficacy.

At the outset, the first two
challenges can be undertaken.
More challenges become



uncovers new regions and Monster Scout Challenge ranks.

#### MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER		REWARD
1	Present Marsha a healslime.	strong medicine
2	Present a synthesized monster that has inherited the Healer skill.	seed of magic

The second challenge, to synthesize a monster that inherits the Healer skill, is an instructive exercise. Use a monster like a healslime to synthesize such a heast, and then make it the primary "healer" for a party of synthesized lv10+ monsters. After this, ranks F and E of the Monster Scout Challenge should both fall without any difficulty.



In general, keeping up with Monster Scout Proficiency Test tasks as they become available is an excellent way to stay prepared for what comes next elsewhere. This

also provides an education in the finer points of monster scouting. Learn by doing, as they say.

## THE MONSTER SCOUT CHALLENGE BEGINS!

It's a good thing that synthesis is available now, since the adventure just got a lot more interesting. Between synthesis and the world at large just being more open to exploration than ever before, new monsters are available for use. Aside from any creatures that can be synthesized from monsters already in tow, lots of new monsters can be found in various areas already visited, depending on changing times of day and weather conditions. Spend a little time synthesizing and scouting the party up from rank F to rank E, then head to the Arena and confront Don Mole to begin the first round of the Monster Scout Challenge!



Combat during the Monster Scout Challenge works a little differently than in the wild. As a sanctioned competition, there are rules imposed on what actions scouts can perform. Basically, scouts cannot do anything except suggest general tactics. Specific orders cannot be issued, items cannot be

used, and active monsters cannot be replaced with substitutes. In short, the monsters in the main party must carry the day more or less on their own, with no opportunity for outside help or rest during three consecutive battles!



## MONSTER SCOUT CHALLENGE RANK F

REWARD stone axe

GOLD

3G each for rounds one and two; 30G for round three.

### **ROUND ONE!**

#	MONSTE	R COLOR	RANK	FAMILY	LVL	HP	MP	ATT.	DEF	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
1		SLIME	F	۵	2	11	0	11	8	13	15	-	- T		-	-	=
14	**	STUMP CHUMP	F	•	3	15	8	17	12	15	16	-	-				-



### **ROUND TWO!**

#	MONSTE	R	BANK	FAMILY	LVL	НР	MP	ATT	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
3		SWARMTROOPERS	F	•	2	21	5	21	10	17	5	-	=	=	Weakening Wallop	_	-
6	**	DRACKY	F	ф	2	17	0	21	12	23	25		-				
25	×	HELL HORNET	F	•	4	21	5	23	12	33	15	-	-	-		2.—2	



#### **ROUND THREE!**

#	MONSTE		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL,	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
13	堂	LIPS	F	da	2	29	7	17	7	22	14	_	-	-	Frizz Tongue Lashing	_	-
47	No.	FROGFACE	F	ф	5	37	10	38	30	21	22	-		-	Poison Breath		
31	1	MENTAL PITCHER	F	•	5	64	8	36	19	16	4	-	-	-	Frizz	-	-



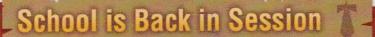
Winning all three rounds of the lowest rank of the Monster Scout Challenge opens up new paths, just as Don Mole said it would. First and foremost, the way opens to a new area to explore to look for crew mates-lceolation, a snow-blind landscape in the wintry north. Two more tasks can be challenged in the Monster Scout Proficiency Test. And finally, with rank F completed, rank E of the Monster Scout Challenge can be undertaken immediately!

Completing rank E isn't much harder than completing rank F, but if the party needs some more time in the kiln of combat, go ahead and head on to Iceolation for some scouting and leveling. Once rank E is cleared, the moles need time to prep for the rank D battles, so all that remains left to do then is head to Iceolation. All paths lead to snow, eventually.



Bradygmz can now go to a new region lceolation!

BRAGONQUEST MONSTERS-JOKG



The scout can accomplish proficiency test three without going to Iceolation first. For the fourth task, a snowbird is required, but these can be scouted in the first few areas of Iceolation.

CHALLENGE NUMBER	REQUIREMENT	REWARD
3	Synthesize a jargon.	magic elixir
4	Synthesize a boreal serpent.	рапасеа





## MONSTER SCOUT CHALLENGE RANK E

REWARD battle whip

GOLD

5G each for rounds one and two; 50G for round three.

#### ROUND ONE!

#	MONSTE	R	RANK	FAMILY	LVL	НР	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
4		PLATYPUNK	F	•	5	36	6	39	46	15	24	-	-	-	Poisonous Touch	-	_
1		SLIME	F	۵	6	58	4	34	24	34	10			-	Buff	-	
30	*	HEALSLIME	F	۵	5	36	4	28	36	25	34	-	_	_	Heal	_	_

### **ROUND TWO!**

#	MONSTE	R	BANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
11	A	MISCHIEVOUS MOLE	F	•	7	62	0	36	22	6	25	-	-	_	Psyche Up	-	_
26	A	HAMMERHOOD	F	•	6	54	0	52	32	8	28		-		Psyche Up		
11	af	MISCHIEVOUS MOLE	F	•	6	48	0	44	27	6	25			-	Psyche Up		



### **ROUND THREE!**

#	MONST	ER .	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
39	*	CHEEKY TIKI	E		7	64	8	48	36	34	26	_	-	-	Decelerate	-	4
40	李	HEEDOOVOODOO	E	ф	6	48	6	35	32	88	52	-			Heal		
39	*	CHEEKY TIKI	E		7	87	8	43	38	34	26	_	-	_	Sizz Sandstorm	<u>_</u>	



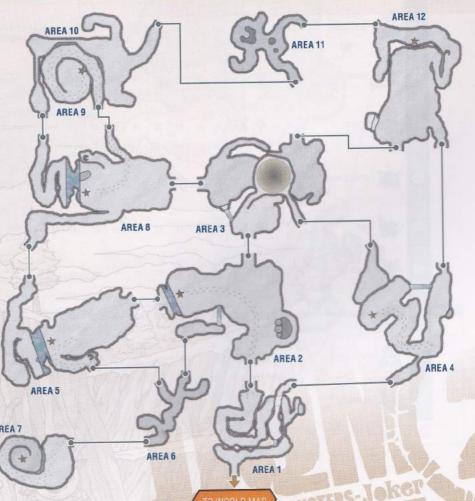
# ICEOLATION

While the moles prepare rank C of the Monster Scout Challenge, Iceolation is the next place to search for fellow survivors.

## AREA CONNECTIONS IN ICEOLATION







## WILD MONSTERS

#### MONSTER LOCATION TABLE

1	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9	AREA 10	AREA 11	AREA 1
9	FROU-FRY		-	_	-	_	_	-		D	0&D	0 & D	0 & D
26	HAMMERHOOD	0	0	0	0		Tyung Y		The state of		- ap		
49	WILD SLIME	-	D	_		D	0	D					0
59	SNOWBIRD	TIES.	0	0		0	322		0	0	0	A SHARES	_
64	JAILCAT	O&D	_	0	0&D		-	0&D	O&D	0&D			0
65	SPIKED HARE		0&D	D	F-LL CA	0&D		_			0.80		
68	IMP	D	_	D	D	_	D		O&D	_			080
80	SHADOW	D	D	D	D	D		D	D	D	D	D	D
90	METAL SLIME			0&D			- T-		D				D
86	FROU-FROU	MYA BUT THE			-	-	Q & O	=		-		0.80	-
97	GIGANTES					-	-			-	-	0	_=
	GIONNIES		-	-	0	_	_	0	_	-	_	_	2.2

#### MONSTERS

mu	NSTER		RANK	FAMILY	Z E	J HE	MIF	ATT	DEF	AGIL	. Wis	i EX	P GOLI	SCOUT	SPELLS & ABILITIE	S TREASURE	SKILLS
9	<b>M</b>	FROU-FRY	F	3	9	58	9	52	40	36	14	62	2 5	44	Sandstorm	machine parts snakeskin whip (rare)	74 Icemeister 174 Attack Boost 197 Ice Breath Ward
26	41	HAMMERHOOD	F	•	5	44	5	42	32	21	12	45	19	994	) _	sludgehammer fleeing from large monster monster manure / Brawn Over Brains' (rare)	101 Huntsman 174 Attack Boost 189 Crack Ward
49		WILD SLIME	E	۵	6	40	11	37	26	35	23	54	12	***	Psyche Up War Cry	stone claws metal ticket (rare) fleeing from large monster: strong medicine / 'Brawn Over Brains' (rare)	80 Champion 180 Agility Boost 187 Bang Ward
59	*	SNOWBIRD	E	•	5	52	5	40	34	59	33	60	24	**	Cool Breath	Insulade	114 Cold Sleep 180 Agility Boost 207 Paralysis Ward
64 —	Se .	JAILCAT	E	•	5	43	15	38	27	46	24	47	18	**0	Crack	strong medicine 'Knowledge is Power' (rare) fleeing from large monster: strong medicine / Oomph powder (rare)	31 Woosh & Crack 177 Defense Boost 188 Woosh Ward
i5	35.	SPIKED HARE	E	•	5	45	8	40	27	29	51	51	20	***	Psyche Up	iron lance 'Duck and Cover' (rare) fleeing from large monster: monster manure / Insulade (rare)	121 Naturalist 177 Defense Boost 189 Crack Ward
8	W.	IMP	E	ф	7	44	8	41	40	31	37	53	9	***	Frizz Bang	pitchfork seed of magic (rare)	1 Frizz & Bang 183 Wisdom Boost 187 Bang Ward
0	×	SHADOW	D		5	18	9	34	86	31	13	46	12	**	Crack Kafizzle	antimagic power	112 Reaper 177 Defense Boost 188 Woosh Ward
0	٨	METAL SLIME	D	٥	1	4	255	22	999	255	100	3072	10	•	Frizz	seed of agility seed of defence (rare)	120 Slimer 180 Agility Boost 212 Dim Ward
6	A	FROU-FROU	8	4	25	498	26	186	122	63	216	612	50	•	Kasap Dazzle Snooze	dragontail whip	114 Cold Sleep 174 Attack Boost 208 Sleep Ward
7		GIGANTES	А	•	15	505	32	117	82	22	16	675	55	0		'Brawn Over Brains' (rare)	90 Anti-metal 174 Attack Boost 206 Inaction Ward

## WELCOME TO A WINTER WONDERL

OBJECTIVE Continue the search for survivors, while taking every opportunity to improve the strength of monsters in preparation for more advanced Monster Scout Challenge ranks.

### ICEOLATION IN DETAIL

### 92 HELLHOUNDS

MONSTER FAMILY D RANK

ì	LED	MP	ATT	DEF	AGIL.	WIS.	EXP	GOLO	SCOUT
1	108	6	58	30	102	53	168	7	

SPELLS AND ABILITIES: War Cry TREASURE: seed of agility

1 v 6

Following her rescue, Lily discovers a dry bonfire in area 02. which happens to be near a huge wall of ice that blocks further passage. Will stoking the flames allow passage beyond the ice sheet? Well, it will, but not for the most direct of reasons...



A baby bjorn is captivated by the flames.

Before moving on past the broken ice sheet to area 05, head north toward area 04 via the raised caldera of area 03. In area 04, the Heal All ability is found! This allows a monster scout to coax monsters into using their MP

Bradygnz can naw use Heat Att!

to heal outside of battle. Between the use of herbs, monster spells, healing monuments, and now Heal All, keeping the party in solid shape should be manageable in all but the most dire of circumstances



#### **SNARING A SNOWBIRD**

One of the first things to do in Iceolation, if keeping up with the Monster Scout Proficiency Test, is to scout a snowbird. The fourth proficiency test involves fusing a jargon with a snowbird, which produces a boreal serpent. (The third proficiency test requires producing that jargon in the first place, so one follows the other: if that task was completed, then a jargon is already in the party, and so the polarity of the required snowbird is already known.) This is extremely necessary—the boreal serpent is a huge beast that takes up two slots of the active party, but it makes up for this factor with previously unseen offensive and defensive capabilities. A boreal serpent of lv10 or higher can practically take on Iceolation and rank D of the Monster Scout Challenge by itself!







After the scout acquires a snowbird and jargon of opposing polarities, both monsters require some leveling before they can fuse through synthesis. Their offspring, the boreal serpent, obviously also requires some EXP to get back up to snuff, as newborns start at a lowly Iv1, Still, this is an incredibly powerful creature at this stage, so the detour is worth taking sooner than later.



Another ice sheet and bonfire are found in area 05. Lily has lost her lighter, so the fire needs to be started some other way in order to proceed. You can access area 07 through a cave to the south—here, pluck a torch from a raging fire and bring it back to the dry kindling in area 05. Take care on the way back to avoid scraps with wandering wild monsters. The torch goes out after three altercations, forcing the scout to backtrack to the fire!



The monster patrolling the first area is best avoided at this point. Take a torch and run!



As before, a fresh fire brings the baby bjorn running, and another ice sheet bites the dust. Clearly, while this is a gigantic monster, the brain did not scale in the same proportion to everything else.



Another area leads to a third impenetrable ice sheet near an untapped bonfire. This time, you must acquire a torch from area 09 in the north. And, of course, things aren't going to go as smoothly as one might hope.

### 92 HELLHOUNDS REDUX

MONSTER FAMILY | BANK

TO AREA 5

Lify is first to find the torch in step in and save Lily from the ferocious fiends. The only and the one against the earlier





Again, when running with the torch, move gingerly around enemies to avoid needless, torch-breaking

Lighting the third bonfire allows passage into areas 10 and 11. In area 11, look for the Zip Portal and another healing stone. This pit stop is here for a very good reason-moving onward to area 12 prompts a battle with the baby bjorn!

## **BABY BJORN**

MONSTER FAMILY ---- RANK

baby bjorn looms overhead, attacking

as if the baby bjorn wielded two whips simultaneously. While this monster is big considerably weaker than as wormonger or missing

HP	MP	ATT			WIS.	EXP	GOLD	SCOUT
650	18	75	28	10	33	1860	650	-

SPELLS AND ABILITIES: Fire Breath, Boulder Dash, War Cry

TRAITS: Last Word, Grand Slammer, Hit Squad

LV 18

Successfully fell the baby bjorn, and safe returns to the Albatross are assured for Lily Gilder and the Countess. Back at the Albatross, Lily's treasure chest in the cargo hold is now unlocked. And, most importantly, rank D of the Monster Scout Challenge is available! RAGONQUEST MONSTERS-JOKOP



Prepping for the rank D tier of the Monster Scout Challenge may require more preparation than previous levels. It may be time to detour for a while to level up and synthesize a new squad. New, more powerful monsters can be encountered, like the great dracky in area 3 of Doubtback, or the frou-frou in area 11 of Iceolation. Either battling these monsters for EXP or getting a bit lucky in scouting them improves the party. Also, hunt metal

slimes for their huge EXP bonuses—at this stage, it's most worthwhile to hunt the metal slimes in Iceolation. Bring along high-agility monsters equipped with metal weapons, and plenty of pretty pebbles and pinballs.







Get lucky scouting a great dracky or boss troll at this stage, and the whole complexion of battle to come changes.

Now is also a good time to catch up on Monster Scout Proficiency Tests. Detour briefly to area 05 of Doubtback, easily accessed by Zooming to the Arena and then stepping outside. During clear days, Hades condors are visible flying ominously in the sky above their nest; climb to the top, and they'll often swoop down in range to be engaged. A Hades condor in hand clears the fifth test, with the scout scoring a bag of Oomph powder as a reward. The sixth test requires synthesizing a Hades condor with a dragon slime, but this objective must wait until Cragravation.





The metal slimes in Iceolation provide huge bonuses at this point!

#### The Biggest Fish to Fry Frizzle Poisonous snakeskin WORMONGER 912 100 165 35 3016 478 Unnatural Order Grand whip Sandstorm Slammer Woosh Kasnooze seed of Grand TALL TAIL 743 50 148 108 1800 26 Cool Breath skill Spooky Aura Fire Breath Grand Cool Breath sacred 1250 50 206 108 128 56 4680 450 Slammer Boulder Bash claws Imposing War Cry

## MONSTER SCOUT CHALLENGE RANK D

REWARD metal claws

GOLD

10G each for rounds one and two; 100G for round three.

The moles know of other places that prove useful to explore, but their knowledge is doled out only in snippets as progress through the Monster Scout Challenge continues. In order to continue onward to Cragravation, the scout must complete rank D.

#### **ROUND ONE!**

	MONSTE	R	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
41	**	DROHL DRONE	Е	•	8	77	16	53	39	156	36	Shade Slash
44	3	CHIMAERA	E	•	9	102	16	62	48	18	20	Fire Breath Dazzle
41	200	DROHL DRONE	E	•	8	77	25	53	39	142	98	Sizz Zam



## **ROUND TWO!**

#	MONST	R	RANK	FAMILY	LVL			ATT	DEF.	AGIL.	Wis.	SPELLS & ABILITIES
34	-	FIRESPIRIT	F	•	8	107	50	56	42	121	90	Frizz Fire Slash
8	•	BAD EGG	F	۵	10	148	22	60	56	106	94	Frizz Bang
34	0	FIRESPIRIT	F	•	8	107	54	56	42	70	113	Fire Breath



## ROUND THREE!

#	MONSTE	A.	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
16	The state of the s	DRAGONTHORN	F	43	10	142	10	68	38	88	117	Heart Breaker
12	卿	MUD MANNEQUIN	F		12	125	16	82	52	30	132	Weird Dance Sultry Dance
16	7	DRAGONTHORN	F	3	10	124	12	84	49	88	117	





# CRAGRAVATION

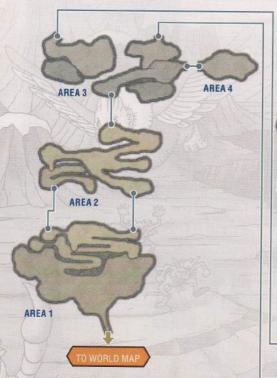
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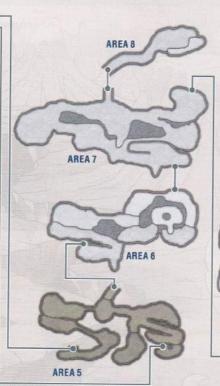
The journey continues in the forbidding mountains of Cragravation. Achieving the summit requires a lengthy and exhausting climb. Along the way, perhaps more lost friends can be found.

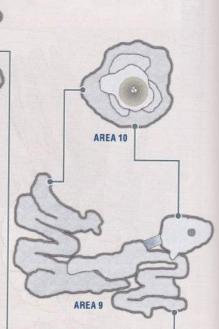




## AREA CONNECTIONS IN CRAGRAVATION







## WILD MONSTERS

#### LOCATION TABLE—CLEAR WEATHER

	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10
49	WILD SLIME	-	-	-	-	D	0&D	-	-	-	-
53	DANCING FLAME	O&D	O&D	0							_
74	DANCING DEVIL	0	_	D		-	0	-	( <del></del> ):	-	-
77	SKELEGON	n 🕮 🐯	III-III								-
79	NIGHT EMPEROR	=	D	D	-	0			-	-	-
80	SHADOW	-		D	-	0&D					-
88	LESSER DEMON	-	-	-		-	-	-	_	_	-
90	METAL SLIME	-	O&D	0&D						O&D	I II THE
91	RUBBLE SLIME	<b>○</b> & <b>D</b>	<b>○</b> & <b>D</b>	0	-		-	-	-	- 1	-
92	GASBAGON		-	_	-		-	-	-	-	15-0
93	SCORPION	O&D	0 & D	-	-	-	-	-	-	-	-
98	ANGEL SLIME		1				12-13	0	12-3	-	<u> </u>
102	MECHA-MYNAH	<b>○</b> & <b>D</b>	0	0		-	-	-	-	-	_
103	SILVAPITHECUS							O&D		O&D	-
109	FIRN FIEND		-		-	-	2=1	-	-	_	_
119	HADES CONDOR	-	0	* <del>-</del>	-	-	O&D		-	1	
124	DRAGON SLIME	-	-	0	-	7 <u>-</u>	<b>○</b> & <b>D</b>	-	-	-	-
169	DARK SLIME	1		-		-	-	D	-	-	-
178	ETHEREAL SERPENT	-	i-	-	-	-	-	0		22	_
233	DIERANTULA		-	-		-	-	-	-	D	-

#### LOCATION TABLE—RAIN

MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10
WILD SLIME		-	-	-	-	=	_	- 1	-	-
DANCING FLAME			_			-				-
DANCING DEVIL	-	-	-	-	-	-	=	-	-	-21
SKELEGON	O&D	O&D	O&D	THE E	O&D	O&D	0&D		0&D	-
NIGHT EMPEROR	-	-	_	_	-	-	-	-	-	- 70
SHADOW		D	D		<b>○</b> & <b>D</b>			-		-
LESSER DEMON	- 100			-	-	-	0&D	-	Q&D	-
METAL SLIME			<b>○</b> & <b>D</b>	-	O&D		-	-	0 & D	-
RUBBLE SLIME	D		-	-	-	-	_	=	_	-
GASBAGON	O&D	O&D	O&D			-	-	-	-	=
SCORPION	O&D	0	0	-	-	-	-	_	-	-
ANGEL SLIME				2		=	-	-	-	-
2 MECHA-MYNAH	With -	_	-	-	-	-	-	-	_	-
SILVAPITHECUS		-		-	-	-	-			-
9 FIRN FIEND		=	=	-	-	08D	0 & D	_	-	-
HADES CONDOR			-	-	-	-	-			-
DRAGON SLIME	- 1	-	_	-	-	_	_	-	_	1-0
DARK SLIME				-		-	-			-
B ETHEREAL SERPENT		-	-	-	-	_	0	_	_	-
DIERANTULA	-			_	-	-	-	-	D	-

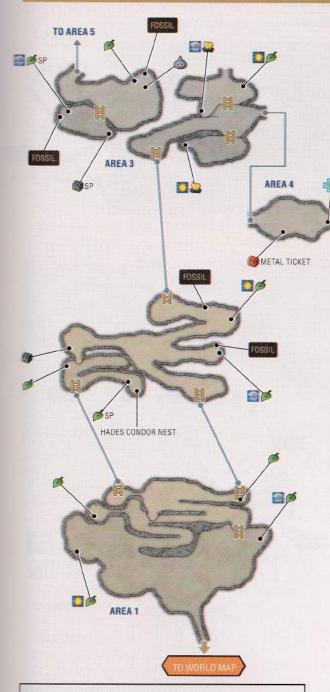
#### MONSTERS

MONS	STER		RANK	FAMILY	LV	HP	MP	ATT	DEF	AGIL	wis	EXP	GOLU	SCOUT	SPELLS & ABILITIE	S TREASURE	SKILLS
49		WILD SLIME	E	۵	12	88	14	85	57	128	33	130	30	**	High Tension War Cry	iron claws metal ticket (rare)	80 Champion 180 Agility Boost 194 Abiliterator Wa
53	227	DANCING FLAME	E		11	55	27	55	48	72	90	81	30	**	Sizz Fire Breath Fire Slash	Insulade	71 Fire Fighter 177 Defence Boost 189 Crack Ward
74	**	DANCING DEVIL	D	de	8	56	25	52	48	64	21	70	18	**	Heal Weird Dance Sultry Dance	magic elixir	112 Reaper 177 Defence Boost 188 Woosh Ward
77	<b>W</b>	SKELEGON	D	43	5	128	8	107	98	32	4	229	38	•0	Fire Breath Cool Breath	jumbo Insulade	46 Crack & Zam 174 Attack Boost 191 Zam Ward
79	S. W.	NIGHT EMPEROR	D	•	9	68	11	60	61	52	23	107	23	**	Midheal Kasap Kasnooze Oomphle	Oamph Powder	97 Bad Breath 183 Wisdom Boost 191 Zam Ward
80	×	SHADOW	D		8	32	25	38	126	48	49	67	22	**	Cool Breath Kafizzle	antimagic powder	112 Reaper 177 Defence Boost 188 Woosh Ward
88	*	LESSER DEMON	D	ф	12	72	28	64	64	70	26	114	54	**	Frizzle Midheal Bemusing Breath Dazzleflash	smelling salts sage's elixir	123 Diabolist 183 Wisdom Boost 205 Confusion Ward
90	٥	METAL SLIME	D	۵	1	4	255	22	999	255	100	3072	10	•	Frizz	seed of agility seed of defence (rare)	120 Slimer 183 Agility Boost 205 Confusion Ward
91		RUBBLE SLIME	D	۵	10	24	15	44	88	26	12	61	12	***	Buff	rockbomb shard pinball (rare)	28 Bang & Sizz 177 Defence Boost 210 Sap Ward
92	<b>*</b>	GASBAGON	D	3	12	107	30	82	66	93	44	142	22	•0	Fire Breath Fire Slash		58 Fire 174 Attack Boost 188 Woosh Ward
93	2	SCORPION	D	9	9	55	10	47	42	42	13	60	12	44	Poisonous Touch	moonwort bulb antidotal herb	127 Hive Mind
98	e <b>å</b> 3	ANGEL SLIME	D	۵	12	64	38	65	75	63	65	124	41	**	Midheal Insulatie	strong medicine "Duck and Cover" (rare)	77 Healer 183 Wisdom Boost 190 Zap Ward
02		MECHA-MYNAH	D		9	68	20	54	66	88	15	66	20	**	Acceleratie	Acceleratonic machine parts (rare)	125 Bird Brain 177 Defence Boost 187 Bang Ward
03	S. Car	SILVAPITHECUS	D	ф	12	80	20	65	58	60	24	119	18	**	Frizzle Kasap	wizard's shilling "Brawn Over Brains" (rare)	123 Diabolist 183 Wisdom Boost 187 Bang Ward
09	ika.	FIRN FIEND	D		15	96	20	84	74	33	41	153	15	•0	Crackle Cool Breath Sweet Breath	seed of defence	31 Woosh & Crack 177 Defence Boost 196 Fire Breath Ward
19	12	HADES CONDOR	С	•	11	96	22	89	57	108	19	300	192	••	Mercurial Thrust Midheal	medicinal herb	78 Cure-all 180 Agility Boost 198 Whack Ward
24	Apr	DRAGON SLIME	С	۵	12	70	15	56	52	63	37	86	12	**	Fire Breath Burning Breath	moonwort bulb	124 Dragon Lore 180 Agility Boost 198 Whack Ward
69	*	DARK SLIME	В	۵	12	76	16	80	56	59	33	138	30	•	Zammle Drain Magic	Neutral Ground metal ticket	105 Muspell 180 Agility Boost 191 Zam Ward
78		ETHEREAL SERPENT	В	3	15	280	30	130	72	88	81	725	153	•	Fire Breath	Panacea	64 Breath 180 Agility Boost 209 Sag Ward
33	d to	DIERANTULA	A	•	17	350	15	103	84	60	36	656	178	•	Whack Chilly Breath Decelerate	Deceleratoric	106 Niflheim 183 Wisdom Boost 200 Poison Guard

## PHOENIX RISES?

OBJECTIVE Continue searching for the captain and Melonie, while seeking out the support of a mythical bird.

#### CRAGRAVATION IN DETAIL



FOSSILS CAN CONTAIN: PINBALL, ROCKBOMB SHARD, 'THE HEALING TOUCH', 'THE SECRETS OF SORCERY', 'BRAWN OVER BRAINS', 'DUCK AND COVER', 'LIFE IN THE FAST LANE', 'KNOWLEDGE IS POWER'

	MAP KEY		MAP KEY
ø	Leaf node	9	Blue chest
2	Mineral node	9	Red chest
4	Healing stone		Clear skies
۵	Metal Slime		Raining



The first few areas of Cragravation are relatively calm, so partake of the stunning scenery and the varied new species of monsters the scout finds. However, a detour into the cave of area 04 presents a brief ominous vision.

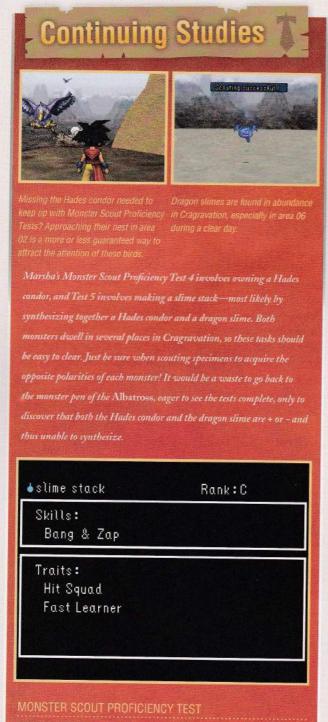
Movement around and between areas in Cragravation involves a lot of elevation changes, so keep an eye out for scalable, ladder-like rock outcroppings. Some areas, such as the Hades condor nest, can only be accessed by traversing thin ledges and backtracking down the opposite cliff face. Fossilized remains found in many walls hold item rewards, just like mineral veins in other areas. Watch out when the weather's bad, since undead skelegons emerge to attack anyone disturbing the fossils. (If the chance is there to scout a skelegon, take it. One of these ghastly things is required for the seventh Monster Scout Proficiency Test.) Apparently, the owners of the bones feel a deep sense of propriety. Finally, some areas have hills or downgrades so steep they can be hard to see. Remember that you may tilt the camera slightly up or down to facilitate better views in this sort of terrain.

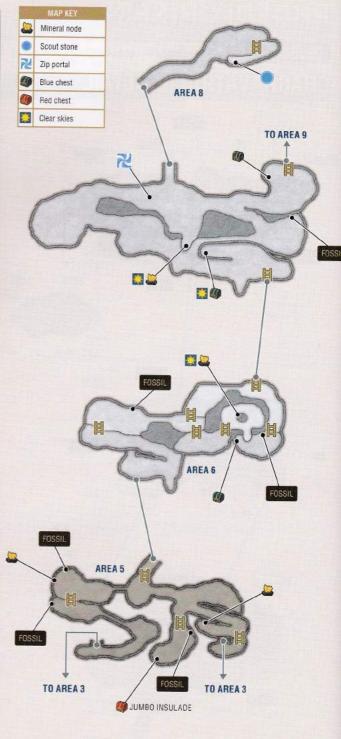
## Monster Husbandry Made Easy

For the first time, many monsters in the wild will already be at or over level 10 when you encounter them. This means that you can use freshly scouled monsters for synthesis right away, without any leveling needed! The resulting immediate diversity for the party is obvious. It also makes it much easier to try many variations with similar creatures, since only the scouting part is required, and the grinding part to get them over level 10 is unnecessary. In fact, when the party is strong enough, ending unwanted encounters by scouting can be just as quick as using flee. Sure, a scouting attempt might fail, but then so might an

attempt at flight from combat, and if the scouting is successful, there's yet another guinea pig for Dr Lump to belp synthesize







The farther up the face of Cragravation we scale, the harsher the climate becomes. Like any area, sometimes Cragravation is inundated by rain, but the higher, cooler altitude areas are instead beset by fierce blizzards. In area 06, the snowfall is enough to change the landscape, creating a new pathway.

Present a slime stack with the Cure-all skill. Yggdrasil leaf

Oomph powder

Present a Hades condor.

Area 07 is the last resting area before the push to the summit. There's a Zip Portal, enabling an easy return to this area in case a supply trip to the *Albatross* is necessary. Just near the Zip Portal, in area 08, a new Scouting Skill is tucked away. And, just before the rocky ladder into area 09, a new friend confronts a new foe.



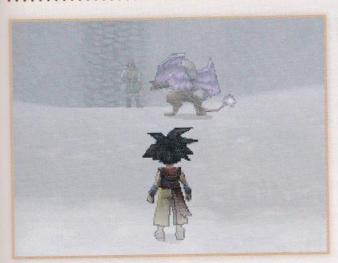
## Nose for Treasure

Another Scouting Skill is found in Cragravation in area 08, so detour there riefly before proceeding onward and upward to area 09. Nose for Treasure is usable just about anytime, anywhere, and this skill instantly shows how many bidden items are strewn about the current zone. Nose for Treasure detects any

trinkets lying about, whether the items are found in leaves, mineral veins, red or blue treasure chests, or fossil remains.



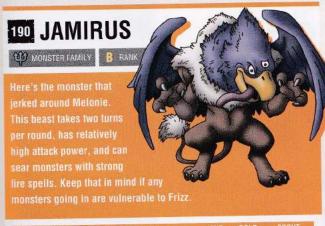
The background in area 08 is quite interesting.





The hike to the summit isn't much longer now. In addition to the loneliness and thin air of high altitude, area 09 is extra frightening because of the hideous dierantulas that come out at night. Before going to the top of area 10, use the southeast exit back to area 09 to find the phoenix sceptre. Monsters wearing this during synthesis undergo all the changes innate to fusing, yet retain their form! This can effectively be used to "reroll" a favored monster with new skills and more skill points.

You soon find Jamirus at the top of the mountain, along with the monster that Jamirus serves. Is this apparent adversary the bird that can help?



HP	MP	ATT.	DEF.	AGIL	WIS	EXP	GOLD	SCOUT
616	35	118	82	65	5	2780	530	-

TRAITS: Tactical Trooper SPELLS & ABILITIES: Frizzle TREASURE: Fire Breath, machine parts

LV 20

### 223 GEMON

MONSTER FAMILY A RANK

to get her back! Like Jamirus bird gets two turns per round and

HP	MP	ATT.	DEF.	AGIL	WIS.	EXP	GOLD	SCOUT
772	40	128	88	68	8	3280	820	

TRAITS: Tactical Trooper, Critical Massacre, Big Hitter, Desperado SPELLS & ABILITIES: Chilly Breath, Bounce TREASURE: metal ticket

LV 25

Defeating Gemon causes both the big black bird and its minion, Jamirus, to flee, fearful of a much bigger bird-the legendary Empyrea.

Back at the ship, the captain reveals a secret land, tucked away off the ocean, that he saw as he swam ashore from the wreck of the Albatross. Without much seemingly direct help from either Don Mole or Empyrea, Unshore is the next place to explore. Meanwhile, you can now open Melonie's treasure chest in the cargo hold, and the chest contains an excellent weapon: a pair of falcon claws.



## MONSTER SCOUT CHALLENGE RANK C

REWARD partisan

GOLD

20G per round for rounds one and two; 200G for round three

The rank C battle is actually selectable as soon as rank D is completed, but most scouts won't be ready for the jump in difficulty right away. However, it's a good time to take a crack at it after completing Cragravation. If rank C still proves too tough, simply move on to Unshore, which was the plan anyway. All roads lead back to the Monster Scout Challenge eventually.

#### **ROUND ONE!**

-	MONSTE	<b>x</b>	RANK	FAMILY				ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
5	35	BAG 0' LAUGHS	F	國	12	165	43	111	60	1	97	Frizzle Body Slam
55	料	DEMONRIDER	E	•	11	135	4	100	55	1	148	Dragon Slash Slime Dunk Body Slam
67	C.	GOODYBAG	E		11	135	36	100	55	10	113	Hustle Dance



### **ROUND TWO!**

-	MONSTER		RANK	FAMILY	LYL	HP	M₽	ATT	DEF	ASIL.	WIS.	SPELLS & ASILITIES
98	100	ANGEL SLIME	D	۵	12	128	108	108	110	153	154	Swoosh Heal
83	13	SLIME KNIGHT	D	۵	14	153	15	122	138	100	99	Helm Splitter Demon Demeaner
105	6	BEHEMOTH SLIME	D	۵	13	144	15	108	110	184	106	Kabuff Acceleratie



#### ROUND THREE!

	MONSTE	R	RANK									SPELLS & ABILITIES
86	*	FENCING FOX	D	*	14	220	35	130	74	198	119	Gust Slash Mercurial Thrust Charring Slash
150		ERAZOR BLADE	С	4	13	180	22	136	70	98	88	Shade Slash
150	4	ERAZOR BLADE	С	do	15	234	28	146	86	134	67	Blinding Blow



# UNSHORE

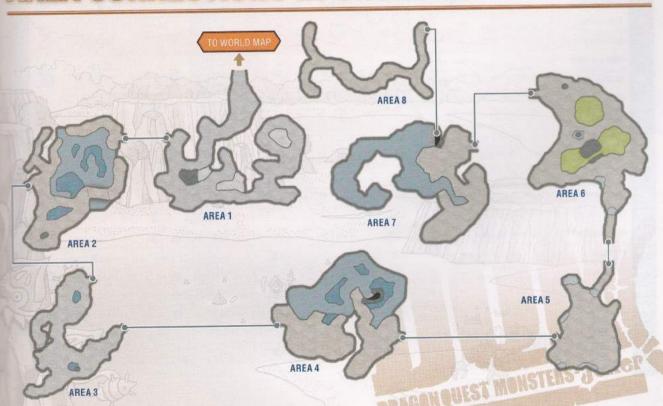
Things are getting very interesting, but neither the moles nor Empyrea are very forthcoming with information. Perhaps a tip learned from the ailing captain, confirmed by Archie in research, can lead the way...



The Countess is here. It might be best to escart her back to the Albatross.



## AREA CONNECTIONS IN UNSHORE



## WILD MONSTERS

LOCATION TABLE ON A CLEAR DAY

# MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA OG	AREA 07	AREA 08
SEE URCHIN	D	0 & D	D	0&D	_	_		
NARDRAGON NARDRAGON			-					
56 SHELL SLIME	O&D	_	O&D	_	_			
70 SNAIL SLIME							O&D	
GREEN DRAGON		2::	_	_	_	_	_	
CRABID CRABID			-		D	O&D		
METAL SLIME		0	-	O&D	_	0 & D	0	
SKELETON						discussions.		
9 SEASAUR			_	_	_		_	
00 EVEEL		-				le Line	HIV-VIII	
PHANTOM FENCER		_				-		
KHALAMARI KID		0	0	0			0	
DANGLER FISH	-	_	_	_		O&D	_	
BONA CONSTRICTOR	v v				O&D	O&D		
KING KELP	-	_	_	08D	_	_	_	
4 MERMAN							O&D	
6 OCTAVIAN SENTRY		O&D	_	D	_		_	_
0 PAWS	D		O&D					
5 CURESLIME	_	O&D	-	_	_	_	_	
BARRACUDA	O&D		O&D			SIND CHEST		
YABBY		_				200	0.80	

#### LOCATION TABLE DURING RAINFALL

* MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08
33 SEE URCHIN		_	_	_	-	_		_
50 NARDRAGON	08D		O&D				D	
56 SHELL SLIME		14 - 14 - 14 - 14 - 14 - 14 - 14 - 14 -	-	_	_	-	_	<u> </u>
70 SNAIL SLIME			-			_		
71 GREEN DRAGON		-	-	_	_	_	O&D	_
85 CRABID		_						
SD METAL SLIME		0	_	08D		O&D	0	_
97 SKELETON					O8D	O&D		
99 SEASAUR		D	-	D			_	
100 EVEEL	D	D	D	D	D	D		
104 PHANTOM FENCER		Q&O		D	_		_	_
107 KHALAMARI KID						72 E _ 12 E		Property of
122 DANGLER FISH			-	_	_	O&D		1. 1.
123 BONA CONSTRICTOR					O&D	0.80		
128 KING KELP		0 & D	_	O&D			0.8D	
134 MERMAN		<u> </u>						
136 OCTAVIAN SENTRY		_	_	O&D				
140 PAWS			D	NAME OF THE OWNER,				
145 CURESLIME	O&D	_	080		_		_	
147 BARRACUDA		O8D		O&D				
153 YABBY		_			_			

#### MONSTERS

NST	ER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
	魯	SEE URCHIN	F	ф	13	101	35	99	77	123	80	152	24	**	Blinding Blow Sultry Dance	strong medicine "Life in the Fast Lane"(rare)	116 Aquapothecary 183 Wisdom Boost 211 Decelerate Ward
	A	NARDRAGON	E	3	16	104	20	121	80	101	29	305	26	**	Body Slam	divine dagger silver sliver (rare)	111 Martyr 174 Attack Boost 203 Gobstopper Ward
	A P	SHELL SLIME	E	۵	14	40	14	72	120	55	78	145	19	440	Crack Buff	Bufferine seed of defence (rare)	91 Bolsterer 180 Agility Boost 210 Sap Ward
,		SNAIL SLIME	D	۵	15	42	16	93	147	91	35	215	35	**	Waterspout Sap	Sapperine "Duck and Cover" (rare)	83 Mage Aid 183 Wisdom Boost 212 Dim Ward
	A.	GREEN DRAGON	D	B	16	265	48	163	93	76	45	949	100		Fire Breath	dragonsbane	124 Dragon Lore 174 Attack Boost 195 Blade Bunter Ward
5		CRABID	D	•	12	70	25	114	99	100	64	262	26	**	Defending Champion	strong medicine "Duck and Cover" (rare)	81 Defender 177 Defence Boost 202 Frizzle Ward
0		METAL SLIME	D	۵	1	4	255	22	999	255	100	3072	10	v	Frizz	seed of agility seed of defence (rare)	120 Slimer 180 Agility Boost 212 Dim Ward
7		SKELETON	D	•	13	87	18	100	60	78	23	272	20	**	Weakening Wallop Stupefying Strike	Dimium Sag Powder (rare)	85 Enteebler 174 Attack Boost 208 Sleep Ward
9	為	SEASAUR	D	B	15	260	33	147	80	64	78	646	55	*	Fire Breath Flame Slash Chilly Breath Frost Slash	jumbo Insulate	124 Dragon Lore 174 Attack Boost 209 Sag Ward
00	97	EVEEL	D	•	13	88	10	124	47	87	33	314	30	**	Paisonous Touch	antidotal herb panacea (rare)	94 Hypnotist 180 Agility Boost 207 Paralysis Ward
04	K	PHANTOM FENCER	D	•	16	100	35	125	80	60	71	289	53	**	Charring Slash Kaswoosh Stupefying Strike Shade Slash Slowing Slug	steel broadsword	73 Windblower 174 Attack Boost 209 Sag Ward
07	-	KHALAMARI KID	D	•	13	97	15	84	86	75	7	133	18	**	Woosh	magic elixir	116 Aquapothecary 177 Defence Boost 192 Sizz Ward
22	*	DANGLER FISH	С	ф	13	114	1 16	119	98	115	117	286	15	•0	Dazzle		55 Sizz & Zam 174 Attack Boost 207 Paralysis Ward
23	2	BONA CONSTRICTOR	С	•	14	96	24	1 97	127	68	36	271	35	40	Whack Shade Slash	mistake medicine metal ticket (rare)	84 Fortifier 183 Wisdom Boost 190 Zap Ward
28	*	KING KELP	С		14	1 11	6 16	5 10	1 52	30	132	2 240	30	**	Poisonous Touch Midheal Tap Dance	magic elixir timbrel of tension (rare)	117 All-Rounder 183 Wisdom Boost 192 Sizz Ward
34	*	MERMAN	С	•	1.	4 80	) 2:	3 10	9 64	69	26	268	5 14	**	Crackle Kafizzle	antimagic powder	116 Aquapothecary 183 Wisdom Boost 201 Drain Magic Wa
36	懋	OCTAVIAN SENTRY	С	4	11	6 13	4 2	5 12	9 75	100	) 21	29	3 20	••	Demon Demeane Mercurial Thrust	sacred spear	68 Thunderwind Slashes 174 Attack Boost 199 Dazzle Ward
40	No.	PAWS	С	•	1	5 70	6 3	0 11	7 12	5 126	6 63	18	5 55		Baffling Bonk Waterspout	iron axe	90 Anti-metal 177 Defence Boost 205 Confusion War
45	*	CURESLIME	С	۵	1	2 8	6 3	0 9	1 10	2 118	B 18	4 16	8 26		Fullheal	special medicine	77 Healer 87 Antimagic 183 Wisdom Boost
47	*	BARRACUDA	C	. •	1	3 15	i4 1	4 8	1 32	2 42	1	9 16	8 9	• 1	Oomphle	Oomph powder "Brawn Over Brains" (rare	28 Bang & Sizz 180 Agility Boost 211 Decelerate Wa
53	3	YABBY	0	. •	1	5 10	06 1	2 12	21 11	5 32	2 1	6 30	03 4	2 ••	Inferno Slash Drain Magic	panacea	83 Mage Aid 177 Defence Boost 197 Ice Breath Wa

## A BEACH VACATION

OBJECTIVE Search for the enormous creature the captain thinks he saw.

#### UNSHORE IN DETAIL





Archie Logg's research and the captain's anecdote both point to a powerful being here that might be able to help out. Confirming whether that's true requires some exploration.



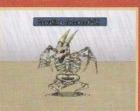
Unshore is a watery zone along the coast, and so most monsters dwelling in the area are aquatic. As with Cragravation before, all these monsters are over Iv10 and consequently make great scouting and synthesis candidates. Try to scout at least one of each new species seen, or, ideally, two-one specimen of each polarity! But, of course, that takes much longer. Doing so pays instant dividends in new, great monsters during the next visit to Dr Lump in the monster pen.

## Higher Education

After getting a Hades condor and a slime stack, the next two challenges



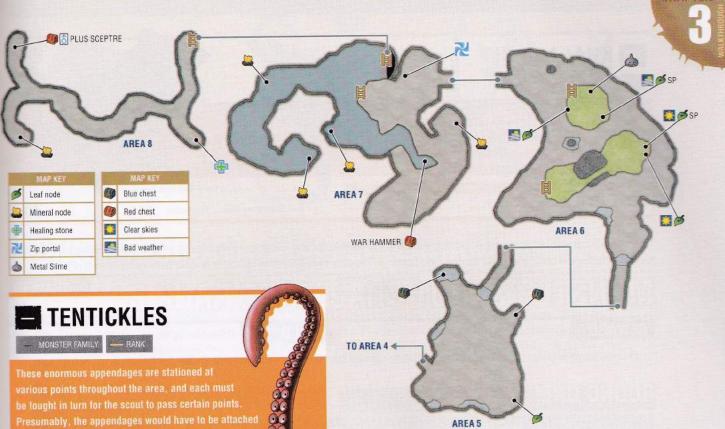




• denontider	Rank:E
Skills: Diminisher	
Troitst Counteratriker Crafty Sägger	
EN VERSEUS	2000年2月10日

♦nagio sline		Rank:E+ 2		
e Ne	w Mohit	ter Status		8
Lv: 1 HP: H9/ HP: 21/	49 21	ant.: Def.: Agn.: Vis.:	39 47 41 29	Proposition in the last
Exp : Next Lv	9	12		

CHALLENGE NUMBER	REQUIREMENT	REWARD
7	Synthesize a demonrider.	"Think Negative"
8	Synthesize a grim rider with the Fortifier skill.	"The Secrets of Sorcery"
9	Synthesize a monster with the Defence Boost II skill.	Minus sceptre



this far, the foes should all be manageable by a balanced party of

ABILITIES BY AREA

AREA	01	- 10	82				04.07			
BILITIES	Sleep S Sweet 1		Baffling Bor Bernusing F		Venomous Venom Bri		Venomous Ve Touch, Burnin	olley, Paralysing ng Breath		
HP	MP	ATT	DEF.	AGI	L. WIS.	EXF	GOLD	SCOUT		
316	25	98	38	26	20	840	115	-		

SPELLS & ABILITIES: varies by area E machine parts TRAITS: Big Hitter

LV 16

Arriving at the Zip Portal in area 07 presents an excellent chance for the scout to Zoom back to the Albatross for some serious upgrades. By now, many more machine parts should be on hand to upgrade the Item Vendor, and if scouting is up-to-date,



many extra species from both Cragravation and Unshore will be waiting in the monster pen.

Almost all of these monsters were already past Iv10 when scouted, so they can be synthesized immediately. You can create some excellent, higher-ranking monsters from Cragravation/Unshore pairings! Then, alongside a stronger monster or two, these monsters can be brought up to a useful level from birth without too much trouble. This is especially true if a metal slime or two show up in battle. Just one victory against a metal slime may shoot a lv1 monster up a half-dozen levels or more!





CHAPTER

A gasbagon and a paws, both commonplace in Cragravation and Unshore, respectively, get together to make an abyss diver.

After one normal battle in Unshore and propped up alongside a much stronger beast, the Iv1 abyss diver is already Iv9!! Only another few battles, and it's well over Iv10 and either ready for another synth or ready to be a frequent member of the main party!



Bring along a few other Iv1 monsters for the substitute party, and they'll all already be lv5~7, as the fledgling point monster in this scenario is around Iv10! It's not too difficult or time-consuming to get new monsters up to speed for more synthesizing, skill expanding, and general exploring. IRAGONQUEST MONSTERS-Joken





HP							GOLD	SCOUT
1332	100	158	90	22	35	6682	1615	100

SPELLS & ABILITIES: Venomous Volley, Sleep Sock, Waterspout TREASURE: metal ticket

TRAITS: Hit Squad, Grand Slammer, Foot Dragger

LV 35

Does the scout find what he's looking for in Unshore? It's hard to say. Certainly not what was expected. After defeating khalamari and clearing out Unshore, it's time for our hero to tackle more of the Monster Scout Challenge. The moles have information for a monster scout crafty enough to clear rank A.

REWARD

zombiesbane

GOLD

30G each for first two rounds; 300G for third round

If rank C was put off until after Unshore, you must successfully complete that tier of combat before tackling rank B and beyond.

#### ROUND ONE!

#	MONSTE	R	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
17	香	SCISSOR BEATLE	F	•	16	168	18	112	78	182	124	Midheal Reheal
163	神	BEETLEBOY	В	•	18	192	6	152	90	107	94	Psyche Up Demon Demeaner
78		BORING BUG	D	•	16	148	35	125	97	161	124	Sag Kasap Oomph



#### **ROUND TWO!**

		R	RANK	FAMILY	LVL		MP	ATT.		AGIL.	WIS.	SPELLS & ABILITIES
74		DANCING DEVIL	D	ø	10	166	8	132	82	232	143	Tap Dance Fuddle Dance Dodgy Dance
28	繪	CONKLAVE	F	ф	12	208	12	155	98	103	99	Lightning Shade Slash
68	W.	IMP	Е	ф	10	184	50	126	94	183	305	Boom Tap Dance Sultry Dance



#### **ROUND THREE!**

	MONSTER		RANK	FAMILY	LVL		MP	ATT.			WIS.	SPELLS & ABILITIES
141	Sp.	JUMPING JACKAL	С	•	19	235	48	148	111	167	152	Flame Slash Helm Splitter Bomb Slash War Cry
126	-	GREAT SABRECAT	С	•	18	222	40	158	113	268	145	Mercurial Thrust
37	A	GREAT SABRECUB	E	•	19	235	48	148	111	167	152	Multislash Sandstorm Weakening Wallop









## MONSTER SCOUT CHALLENGE RANK A

REWARD

miracle mallet

GOLD

40G each for first two rounds; 400G for third round

Rank A is the last thing between the scout and more answers. After the scout completes rank A, the Bemusoleum region becomes available for exploration. The scout also receives the miracle mallet—this startlingly strong weapon replenishes some of the HP of the monster using it each time the monster attacks! In the hands (or whatever they use to hold) of a multi-hitting monster like a slime stack, this can be beastly, resulting in a friendly monster that is practically immortal most of the time.

#### **ROUND ONE!**

#	MONSTER		RANK	FAMILY	LVL	нР	MP	ATT.	DEF.	AGIL.	Wis	SPELLS & ABILITIES	
77		SKELEGON	D	3	20	226	30	146	108	280	134	Oomph Magic Barrier	
175	秦	GRIM RIDER	В	•	22	182	141	152	118	104	186	Boom Kafizzle	
77		SKELEGON	D	B	20	226	138	146	108	280	134	Fire Breath Poison Breath Chilly Breath Spooky Aura Sweet Breath	



### **ROUND TWO!**

	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
181		MIMIC	В		21	213	4	154	134	312	144	Kafizzle
241	*	TRAP BOX	S		25	256	15	158	168	196	200	Venomous Volley Zing
73		CANNIBOX	D		23	236	80	148	156	267	178	Frizzle Boom



## ROUND THREE!

142 ( HUNTER MECH C	
142 HUNTER MECH C	AND THE STATE OF T
238 BLACK DRAGON S 3 26 308 20 168 168 57 188 Inferno Cold Blizzard Blast Slash	Hunter nech
205 KILLING MACHINE A  24 258 20 132 167 101 119 Helm Splitter Stupefying Strik Slowing Slug Bounce	Black dragon Killing machine
	NQUEST MONSTERS-Joker



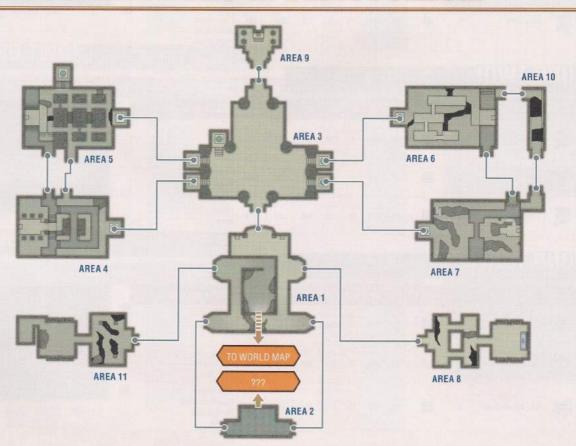
# BEMUSOLEUM

Clearing rank A of the Monster Scout Challenge has earned our intrepid scout the Bemusoleum key. In order to challenge rank S, the scout must find the Medal of Merit, which is hidden somewhere in the Bemusoleum.





## AREA CONNECTIONS IN BEMUSOLEUM



## WILD MONSTERS IN BEMUSOLEUM

LOCATIONS DURING A CLEAR DAY

MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09
DRAKE SLIME				_	-	- 1	0	D	
MUMMY BOY		THE T	CHO MAN			D	-		
GOODYBAG		_	_		-	-	=	D	
CANNIBOX				0.80	0	Q&D	O&D	300-10 P	
SKELEGON	D	_	_		_	_		_	_
METAL SLIME					O&D	0&0	O&D	0.80	
RUBBLE SLIME		_		0	-	0	D	0	D
SKELETON				-			_	-	
2 MECHA-MYNAH		_	_	-	D	-	D	_	-
4 PHANTOM FENCER	D	100 E		D	112-12	D			
8 HACKSAURUS	0	_	_	0	-	0	-	-	-
BODKIN ARCHER				ERLEN					-
BONA CONSTRICTOR					0	-	0		-
GARGOYLE	0					0			
			_	D	D	-	D	-	_
		Mark-M			-			0	
RESTLESS ARMOUR		_		_	0	_	0	-	_
HUNTER MECH	0								
49 GOLEM			0	_	_	-	-	-	-
CYBER SLIME				O&D	The state of				DIE.
52 LIQUID METAL SLIME				_	_	_	_	-	-
75 GRIM RIDER		A COLUMN TO SERVICE		E E WELL	E SELECTION				
98 LIVING STATUE 26 GRIPEVINE							_	_	D

LOCATIONS DURING RAINY WEATHER

MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 09	AREA 10	AREA 11
DRAKE SLIME		-	-	0	-	=	0	_	-	0
MUMMY BOY						D		-	REIN	
GOODYBAG	-		-	_	~	_	-	-	-	-
CANNIBOX		120 <del>-</del> 100		D	0		0&D			O&D
SKELEGON	D	_	-	_	_	-	-	-	-	-
METAL SLIME		-			O&D	0&D	0&D		5-5-61	0.80
RUBBLE SLIME		-	-	-	0	-	0	D	-	-
SKELETON			000000000000000000000000000000000000000	712-114	D		D	-	-	-
MECHA-MYNAH		-		D	-	D	-	_	-	_
PHANTOM FENCER	D	_		-	D		D	-	-	D
HACKSAURUS	-	-		-	0	-	-	-	-	_
BODKIN ARCHER	O&D	-	-		_	_	-	-		
BONA CONSTRICTOR	mine - T	_	_	-	-	-	-	-		-
GARGOYLE					-	0		-		-
WALKING CORPSE	Maria -	_	-	-	-	_	-	-	-	=
7 RESTLESS ARMOUR		-	-			1123		200	-	-
2 HUNTER MECH		-	-	0	-	0	-	-	-	0
9 GOLEM	0	- C-	N-				-	-	-	-
1 CYBER SLIME		_	-	-	-	-	-			0
2 LIQUID METAL SLIME				O&D		-	-	-	080	
5 GRIM RIDER		-	-	-	-	_	-	-		D
8 LIVING STATUE			_	0 & D					-	-
GRIPEVINE			-			_	-	D	-	-

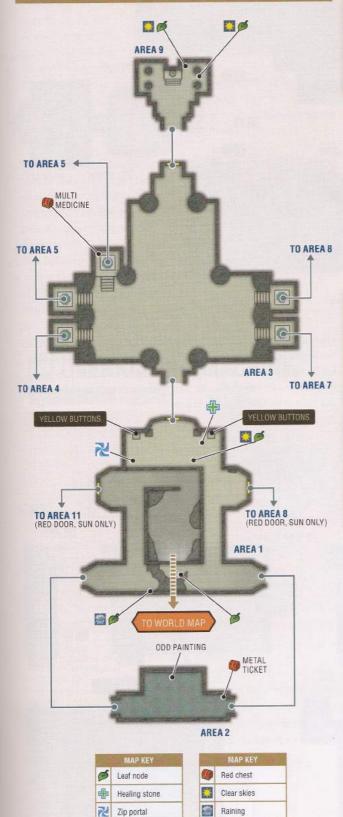
#### MONSTERS

	MONSTE	Ř	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
42	*	DRAKE SLIME	E	۵	16	142	28	120	75	133	60	439	52	**	Sizzle Fire Breath Inferno Slash	special medicine	120 Slimer 180 Agility Boost 211 Dim Ward
48	480	MUMMY BOY	Е	•	17	128	38	132	90	64	77	494	35	**	Paralysing Touch Sleepy Touch Baffling Bonk	panacea "Positive Puller" (rare)	122 Graveheart 174 Attack Boost 193 Donk Ward
67	S. S.	G00DYBAG	E		13	146	84	104	72	154	226	429	315	<b>*</b> 0	Kasap Sultry Dance	wizard's penny wizard's shilling	85 Enfeebler 180 Agility Boost 204 Ban Dance Ward
73	8	CANNIBOX	D		13	132	12	149	90	73	19	519	30	•0	Whack Venom Breath	machine parts	96 Fear-monger 183 Wisdom Boost 200 Poison Ward
18	4	SKELEGON	D	Ø	18	168	34	158	124	38	12	682	64	•0	Fire Breath Chilly Breath	jumbo Insulade	46 Crack & Zam 174 Attack Boost 190 Zap Ward
90	•	METAL SLIME	D	۵	1	4	255	22	999	255	100	3072	10	•	Frizzle	seed of agility seed of defence	120 Slimer 180 Agility Boost 212 Dim Ward
91		RUBBLE SLIME	D	۵	14	78	18	112	130	27	19	427	15	•0	Boulder Dash Kabuff Defending Champion	rockbomb shard pinball	28 Bang & Sizz 177 Defence Boost 210 Sap Ward
97		SKELETON	D	•	17	130	35	150	115	116	84	595	21	**	Weakening Wallop Stupefying Strike Death Dance	Dimium Sag powder (rare)	85 Enfeebler 174 Attack Boost 190 Zap Ward
02	-	MECHA-MYNAH	D		15	72	120	110	157	91	35	438	35	90	Decelerate Accelerate	Bufferine machine parts (rare)	125 Bird Brain 177 Defence Boost 187 Bang Ward
104	K	PHANTOM FENCER	D	•	17	152	42	129	86	105	85	527	53	•0	Charring Slash Shade Slash Slowing Slug Stupefying Strike	steel broadsword	73 Wind Blower 174 Attack Boost 195 Blade Blunter Wa
18	*	HACKSAURUS	С	Ø	18	148	30	150	98	73	30	485	85	**	Singeing Slash Demon Demeaner	war hammer	124 Dragon Lore 174 Attack Boost 205 Confusion Ward
20	*	BODKIN ARCHER	С	•	17	122	61	113	85	117	109	471	60	**	Stupefying Strike Buff	magic elixir battle whip (rare)	84 Mage Aid 174 Attack Boost 193 Donk Ward
23	2	BONA CONSTRICTOR	С	•	15	102	5	116	131	75	37	481	40	**	Whack Shadow Slash	mistake medicine metal ticket (rare)	84 Mage Aid 183 Wisdom Boost 190 Zap Ward
27	M	GARGOYLE	С	•	16	128	32	128	87	155	65	415	39	<b>V</b> 0	Gust Slash Multislash Mercuriai Thrust Kasap Oomph	seed of wisdom seed of agility (rare)	125 Bird Brain 174 Attack Boost 212 Dim Ward
30		WALKING CORPSE	С	•	16	270	16	135	36	87	13	492	2	90	Venomous Volley Venom Breath	antidotal herb special medicine (rare)	97 Bad Breath 177 Defence Boost 203 Gobstopper Ward
37	M	RESTLESS ARMOUR	С	•	17	132	35	140	144	69	71	513	62	•0	Demon Demeaner Double-Edged Slash	zombiesbane	89 Anti-dragon 174 Attack Boost 205 Confusion Ward
42		HUNTER MECH	С		15	126	30	132	155	126	63	515	55	**	Psyche Up Gale Slash Singeing Slash Multislash	machine parts metal ticket (rare)	90 Anti-metal 177 Defence Boost 195 Blade Blunter Wa
49	净	GOLEM	С		19	136	30	140	125	35	63	448	37	•0	Psyche Up	bronze bit iron hammer (rare)	128 Materialist 177 Defence Boost 205 Confusion Ward
51		CYBER SLIME	С	۵	16	120	23	120	103	86	160	409	25	**	Metal Slash	pinball machine parts (rare)	86 Saboteur 183 Wisdom Boost 194 Abiliterator Ward
52		LIQUID METAL SLIME	С	۵	1	12	255	74	999	255	152	30072	40	•	Frizzle	seed of agility seed of defence (rare)	108 Bombardier 180 Agility Boost 199 Dazzle Ward
75	*	GRIM RIDER	В	•	17	144	5	127	75	100	31	608	20	W	Mercurial Thrust Midheal	holy lance	100 Assassin 174 Attack Boost 195 Blade Blunter Wa
98	梨	LIVING STATUE	А		17	220	19	148	141	22	31	938	52	•	Boulder Bash Selflessness	seed of life	92 Barricade 174 Attack Boost 192 Sizz Ward
26		GRIPEVINE	А	9	22	515	38	171	117	84	57	1850	72	0	Kasnooze Venom Breath	moonwort bulb seed of skill (rare)	106 Niflheim 180 Agility Boost 200 Poison Ward
_																	

## PATHS OF GLORY

OBJECTIVE Search for the Medal of Merit.

#### BEMUSOLEUM IN DETAIL





The huge wall painting found in area 02 will be important later...

This hidden ruin is basically a proving ground, filled with tough monsters, crumbling architecture, and lost technology. Traps abound-don't trust every treasure chest, as most of them turn out to be trap boxes! Throughout the area, deteriorating infrastructure forces detours, as primary pathways are cut off by collapsed walkways. Several doors are sealed shut initially, too. The scout must find another way to open them.

From the initial area, after a detour through area 02, the scout can find colored, sealed doors, along with two yellow buttons.

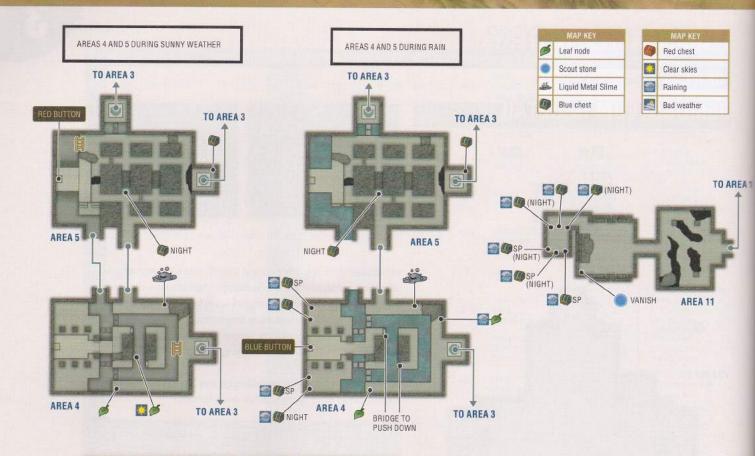


Pushing in both yellow buttons opens up the yellow door —surprise! Could it be that colored switches also open the earlier doors?

Beyond the yellow door, in area 03, is a contingent of cyber slimes surrounding a gigantic mechanized monster. The monster is protected by some sort of barrier, which also blocks the way forward. The side cubbies of area 03 house strange teleporters, which each instantly whisk the user to a remote location. From the teleporters in this hub chamber of sorts,

you can access areas 04 through 07. Colored button pairs are split between sides so that the matching buttons on each side must be pressed in tandem to open certain colored doors.



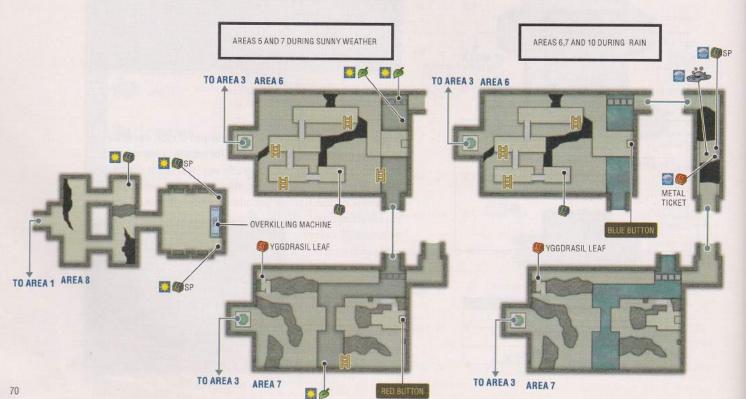






The southwestern-most teleporter in area 03 leads to area 04. The other two teleporters on the west side of area 03 also lead to areas 04 and 05, but during dry weather, they only lead to impassable dead ends. By taking the southwestern-most teleporter, then following through areas 04 and 05, you can find the first red button in area 05.

Don't miss a chance to take a crack at a liquid metal slime just beyond where the scout finds the first red button.

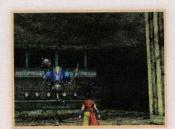


Locate the second red button by first traveling to area 06 to access the empty aqueduct leading to area 07. When both red buttons are pressed, the red door n area 01 opens! This is only possible during dry weather, when the



aqueducts are barren; during rainstorms, the aqueducts fill up and allow access to the blue buttons (and thus, the blue door) rather than the red ones. However, rain won't occur here until you've already completed the area once.

In the newly opened area 08, perhaps there is a solution to take down the giant guardian's impassable barrier. Use Zip to travel quickly back to area 01 to investigate. From this point in the story, several boss fights occur more or less back-to-back. With a stable party of monsters in the range of at least



level 20~25, these fights should be challenging, but very winnable.

## 248 OVERKILLING MACHINE

MONSTER FAMILY S RANK

This automated defense droid is responsible for keeping the much larger overkilling machine using Lightning is ca-

HP	MP	ATT.	DEF	AGIL.	WIS	EXP	GOLD	SCOUT
950	40	142	128	180	70	4200	1005	_

SPELLS & ABILITIES: Dragon Slash, Helm Splitter, Multislash, Lightning TREASURE machine parts

TRAITS: Double Trouble, Hit Squad

Lv 30



With the overkilling machine destroyed, the barrier is lifted from the enormous guardian.

#### 287 SAGITTAR

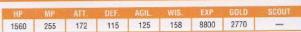
MONSTER FAMILY X RANK

Sagittar. Fighting Sagittar is like fighting the

it usually hits every ally. The automatic crossbows it wields

The little hits just add up too

monster ready with Multiheal and keep HP levels up to weather the storm.



SPELLS & ABILITIES: Donk, Kadonk, Blizzard Slash, Helm Splitter, Thin Air

TREASURE: machine parts

TRAITS: Double Trouble, Hit Squad, Grand Slammer

LV 35

CHAPTER



Once the scout has defeated Sagittar and has explored area 09, it is time to return to Don Mole to see what is waiting in the final round of the Monster Scout Challenge.

## A Little Backtracking

Once you've defeated Sagittar, rain starts to occasionally fall in Bemusoleum like in any other region. During rain, the aqueducts in Bemusoleum swell with floodwaters, and slightly different paths are open between areas 04 and

AGONQUEST MONSTERS-JOKO

05, and areas 06 and 07. Blue buttons are found during rain, rather than the red buttons in the sun. Push both buttons to open the way to area 11, where you can find Vanish, a new Scouting Skill!

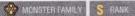


### MONSTER SCOUT CHALLENGE RANK'S

Back at the Arena. Don Mole and company are finally ready to pull back the curtain and show the wizard making the noises behind the scenes. This competition has far higher stakes than just propping up monster scouts in glory...

This round of the Monster Scout Challenge works differently than the others. Instead of only issuing tactics to monsters and being unable to use items, orders can be given and items can be used like during any normal battle. Also like any normal battle, if all monsters are knocked out, half of the gold on hand will be lost.





He takes three turns for every turn

			ner.	100	ume	Faces	0.01.0	CCOURT	g
Market Address of the Control of the								SCOUT	
920	76	258	156	131	200	2772	50	-	

SPELLS & ABILITIES: Sultry Dance, Psyche Up, Meditation, Multifists, Fuddle Dance TREASURE: machine parts

TRAITS: Tactical Genius, Heckling Hector

LV 29

Like other Monster Scout Challenge ranks, there is no chance to rest between battles.

### 278 CANZAR

MONSTER FAMILY X RANK

This hulking, golden

and can even withstand a single hit that would otherwise spell defeat.

Boulder Bash is the strongest individual attack Canzar can with most other bosses, Buff or Kabuff is basically a is that Canzar uses Disruptive Wave to erase allied buffs. After Disruptive Wave strips



EXP that they didn't really earn, switch them in for the final blow.

HP	MP	ATT.	DEF.	AGIL	WIS.	EXP	GOLD	SCOUT
1550	255	208	183	96	138	10890	550	-

SPELLS & ABILITIES: Slime Dunk, Chilly Breath, Boulder Bash, Mist Me, Disruptive Wave TREASURE: machine parts Lv 33

TRAITS: Double Trouble, Hit Squad, Grand Slammer, Close Scraper

After the scout defeats Canzar, the scout can access another area by traveling back to Bemusoleum. There, in area 02, inspect the big painting to uncover the next area, the Necropolis ...

### **AVAST!**

There are lots of diversions by now-exploring rainy Bemusoleum; picking fights with big baddies like gigantes, wormonger, and missing lynx; working on Marsha's Monster Scout Proficiency Test; or just working on the stable of monsters in general. During the rain, that list gains an unexpected addition: being attacked by the pirate Captain Crow!





This lawless monster scout unleashes monsters from his mangy

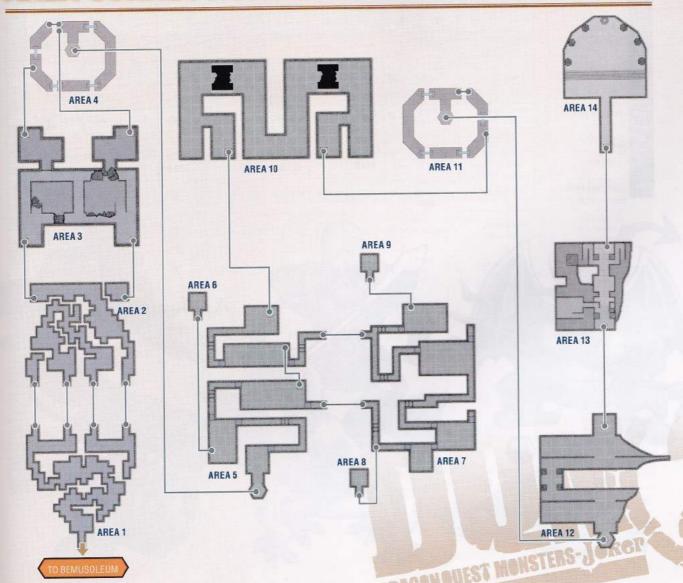
menagerie to attack unexpectedly when entering rainy regions. If Captain Crow wins, he'll abscond with whatever gold was on the scout! Keep gold deposited in the bank inside the Albatross regularly, and always be ready with at least a few heavy-duty monsters in order to beat back the captain's unexpected raids.

# NECROPOLIS









### WILD MONSTERS IN NECROPOLIS

LOCATION TABLE IN NECROPOLIS

-	The state of the s								STETETERS						
	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10	AREA 11	AREA 12	AREA 13	AREA 14
53	DANCING FLAME	_	_	_	-	-	-	-	-	-	-	-	D	D	-
103	SILVAPITHECUS	0&D	D	11-11	-	-	-	-	-		-	-	-	-	
127	GARGOYLE	D	<b>0</b> & <b>D</b>	0.80	-	-	1=	-	_	_	_	_	_	_	_
152	LIQUID METAL SLIME	0	<b>0</b> & <b>D</b>	0	D	0	F	D		12	0	O&D		0&0	
155	GRYPHON	_	-	1-	=	-	-	D	-	-	-	_	_	_	_
164	FIREBIRD			-	-		_	-					08D	0&0	
165	MAGMALICE	-	-	-	-	-	-	-	-	-	-	_	0	0	_
166	LETHAL ARMOUR		-	-	-	0&D	_	O&D	- 1		0&D	0&D	-		
167	PHANTOM SWORDSMAN	-	-	1	<b>○</b> & <b>D</b>	-	-	-	-	_	0&D	0&D	_	_	
168	SKELETON	-	-		-			0	-	Tall	341				
169	DARK SLIME	<b>0</b> & <b>0</b>	0&D	<b>0</b> & <b>0</b>	-	-	-		- ·	_	-	_	_	_	_
170	TYRANTOSAURUS					0		0							
175	GRIM RIDER	-	12-5	D	D	7-2	-	-	-	-	:-:	_	_	-	_
181	MIMIC	-	-	080				-	-		080		0.80	19_	
182	ARCHDEMON		-	-	- 1	D	-	D	-	-	-	-	-		_
184	DARK SLIME KNIGHT	0	0	0	0		-	-					-10		La T
191	FRIGHT KNIGHT	-	_	-	-	D	-	-	-	_	-	-	_	_	_
194	DRAKULARGE	-	-	-	-	0			<u>-</u> s	7-1	-	-		_	-
197	GIGANTES	=	_	-	=	<b>0</b> & <b>0</b>	-	0&D	-	-	<b>Q</b> & <b>D</b>	::	0&0	0&D	
199	DEMON-AT-ARMS	-	-	-				_	-			-	-	O&D	( <del>)</del>



		MONSTER			LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLO	SCOUT	SPELLS & ABILITIES	THEASURE	SKILLS
3	4	DANCING FLAME	E		18	134	28	148	155	146	93	778	70	**	Fire Breath Inferno Inferno Slash	Insulade jumbo Insulade(rare)	71 Fire Fighter 177 Defence Boost 197 Ice Breath Ward
03	376	SILVAPITHECUS	D	4	21	171	45	158	164	172	132	635	84	**	Kafrizz Kamikazee Kafizzle	wizard's shilling	123 Diabolist 183 Crafty Sagger 190 Zap Ward
27	No.	GARGOYLE	С	*	18	180	32	146	148	183	68	752	39	**	Swoosh Multislash Kasap Gust Slash Mercurial Thrust Oomph	steel broadsword seed of wisdom (rare)	125 Bird Brain 174 Attack Boost 202 Fizzle Ward
52		LIQUID METAL SLIME	С	۵	1	12	255	74	999	255	152	30072	40	0	Frizzie	seed of agility seed of defence (rare)	108 Bombardier 180 Agility Boost 199 Dazzle Ward
55	绘	GRYPHON	С	ф	15	182	144	174	112	196	238	1070	98	٧	Dazzle Gust Slash	antimagic powder special medicine (rare)	87 Antimagic 183 Wisdom Boost 194 Abiliterator Ward
64	*	FIREBIRD	В	•	18	195	32	180	140	165	115	923	40	٠	Fire Slash Fire Breath	Yggdrasil dew razor claws (rare)	52 Sizz & Tap 180 Agility Boost 196 Fire Breath Ward
65	*a	MAGMALICE	В		20	210	48	196	186	55	36	1043	50	•	Frizzle Fire Breath	rockbomb shard seed of defence (rare)	91 Bolsterer 177 Defence Boost 193 Donk Ward
66	A	LETHAL ARMOUR	В	do .	22	182	38	170	196	154	188	755	25	•	Kasnooze	battleaxe	114 Cold Sleep 183 Wisdom Boost 199 Dazzle Ward
67	K	PHANTOM SWORDSMAN	В	•	22	196	39	188	156	210	104	684	55	W	Singeing Slash Mysterian Mauler	zombiesbane elfin elixir (rare)	37 Woosh & Zam 174 Attack Boost 195 Blade Blunter Ward
68	*	SKELETON	В	·	17	201	10	183	170	166	99	842	45		midheal	sage's elixir	77 Healer 174 Attack Boost 200 Poison Ward
69	1	DARK SLIME	В	۵	18	148	30	155	136	118	66	605	30		Zammle Hocus Locust	"Neutral Ground" metal ticket (rare)	105 Muspell 183 Wisdom Boost 191 Zam Ward
70	義。	TYRANTOSAURUS	В	3	24	267	52	198	154	98	84	1090	99	٠	Inferno Helm Splitter	giant wrench	99 Guerrilla 174 Attack Boost 197 Ice Breath Ward
175	豪	GRIM RIDER	В	9	23	209	15	170	183	200	36	916	65	٧	Baffling Bonk Midheal Kazing	holy lance	100 Assassin 174 Attack Boost 202 Fizzle Ward
181	S	MIMIC	В		18	256	34	168	153	146	82	1108	76	0	Sweet Breath	machine parts special medicine (rare)	113 Nightmare 177 Defence Boost 212 Dim Ward
182		ARCHDEMON	В	ф	25	426	98	206	161	150	124	1406	115	0	Boom Sap Kafizzle	pitchfork mage's scroll (rare)	1 Frizz & Bang 183 Wisdom Boost 206 Inaction Ward
184	*	DARK SLIME KNIGHT	В	۵	20	196	28	164	1 180	170	37	658	33		Zammle Shadow Slash	woodsman's axe	76 Dark Knight 174 Attack Boost 208 Sleep Ward
19	*	FRIGHT KNIGHT	В	•	18	188	3 30	178	3 168	103	3 30	908	85	0	Chilly Breath Blizzard Slash	headsman's axe	67 Firewind Slashes 174 Attack Boost 213 Magical Sabotag Ward
194	4 5	DRAKULARGE	В	3	25	5 583	3 80	210	8 204	1 115	10	4 149	0 80	•	Psyche Up Inferno	gold nugget	72 Boom Boxer 174 Attack Boost 203 Gobstopper Wai
19		GIGANTES	A	•	21	78	5 18	25	8 78	50	37	348	0 14	•	Hatchet Man	oaken club "Brawn Over Brains"	90 Anti-metal 174 Attack Boost 205 Confusion Ward
19	9 🏈	DEMON-AT-ARMS	A	4	2	36	2 10	0 17	8 16	4 160	22	0 129	9 102	2 0	Kacrack Multislash Helm Splitter	warrior's scroll	46 Crack & Zam 174 Attack Boost 209 Sag Ward

PRAGONQUEST MONSTERS-JOKOR

### INTO THE DEPTHS

OBJECTIVE Find the Divine Battler.

### NECROPOLIS IN DETAIL

The Necropolis is an underground labyrinth filled with stout monsters roaming a subterranean landscape that twists and turns back on itself repeatedly. Areas 01 and 02 are navigated just by following the circuitous route forced by the layout. The monsters here are tougher and higher-ranked than the monsters in almost all other places before, so hunting normal monsters here provides the EXP that metal slimes do elsewhere! Of course, the liquid metal slimes roaming here in area 02 and area 11 are the grand prize-you receive over 30,000 EXP to split between monsters by knocking one out! Liquid metal slimes have several times

more HP than a normal metal slime, giving them more time to withstand a barrage and consequently more time to flee, so a little luck is required in snagging that EXP windfall. Pile on the pinballs, Antimetal skill attacks, multi-hitting monsters, and metal/obsidian weapon strikes to take them out before they make haste away from battle. Liquid metal slimes even appear occasionally during your encounters with other monster species.





In area 03, the way forward is revealed when the scout takes a ramp down to the lower level courtyard. A teleporter is tucked away down there.

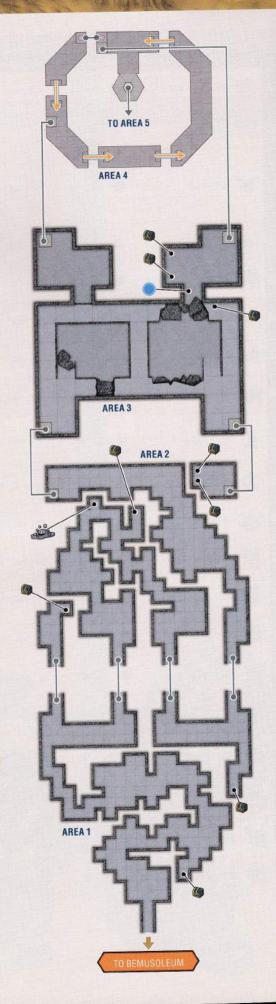
SCOUTING SKILL: VANISH

While revisiting Bemusoleum in the rain, you can acquire the Vanish Scouting Skill, This skill cloaks the scout, preventing monsters from seeing him. Combat can still be started, but it's on the scout's terms, since monsters

won't even know to give chase. Vanish disappears after battle or after traveling to a new area, but it can be reapplied as needed. (No trek back to the Albatross is necessary to recharge Vanish.) This skill can be invaluable in the Necropolis, with its winding roads



and numerous foes, or in helping the scout just explore previous regions without being unduly hassled. It's also great for sneaking up on metal monsters without them realizing it!



### The Monster Mender

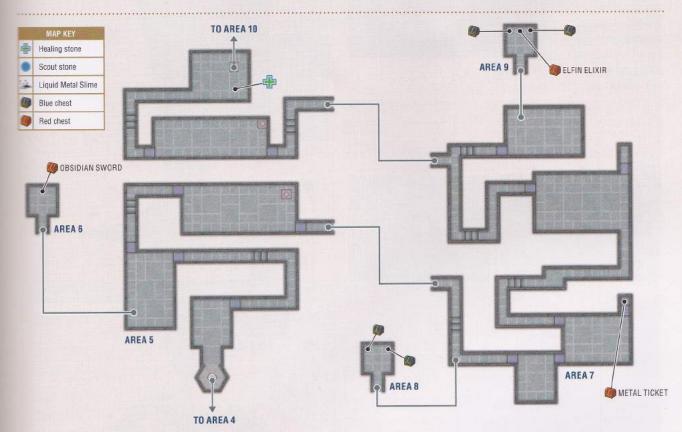
Area 04 features pathways that trace around a central, strange elevator shaft.

The scout can hop from pathway to pathway using slides that appear to be made from projected light. The central elevator itself leads to area 05, but don't so basty to move on. Check the green teleporter near the elevator first to





menu. The Monster Mender revives every monster while filling HP and MP, and it can be used up to three times in between trips back to the Albatross! A lot of resource headaches just disappeared, and it couldn't have occurred at a more convenient time.





Long corridors patrolled by lumbering lethal armours and tyrantosauruses mark the way here. Big colored slabs of stone fill entire hallways, but they can be opened like any door. A few doors, marked on the maps here, are hidden! Behind these doors lie several treasure chests, so it's worth taking the time to detour to the small hidden rooms adjoined to areas 05 and 07. The most important one doesn't require a detour, though—find the path to the obsidian sword in the southwest corner of area 07.





This sword is super strong and virtually assures hits against metal targets.

BRAGONQUEST WORSTERS

Enemies here are tougher than ever, including the drakularge and its powerful Inferno spell. However, the only monsters that will actively try to rush down the scout to start combat are the skeletons and the phantom swordsmen, so don't be too scared when navigating rooms filled with wall-to-wall tyrantosauruses, archdemons, and gigantes! Later on, after you have found the Zip Portal and there are more options for getting

around the Necropolis easily, this is one of the most excellent and most intense sections in which to level up monsters and scout new ones. The first time through, though, it's best to press on and at least get to the Zip Portal first, rather than risking depletion of the party prematurely.



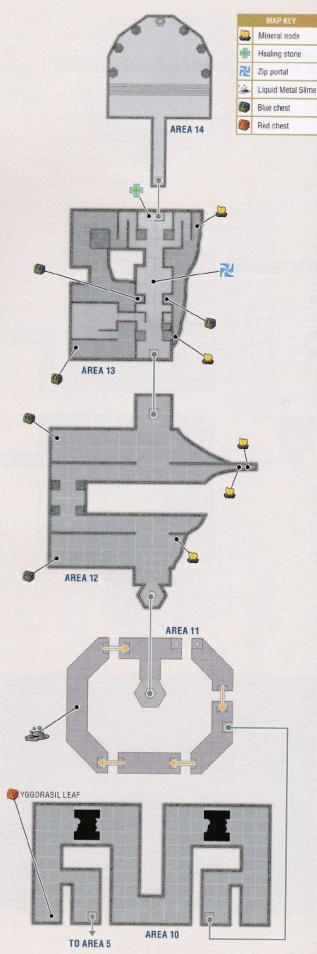
There's a Healing Stone just before the teleporter leading from area 05 to area 10. This is a good chance to rejuvenate all monsters for free, without using items or MP or other abilities.

### Ranking Up

As in previous regions, the appearance of new monsters here opens up new branches on the tree of synthesis. The opportunity to start producing A rank monsters from the (hopefully) B ranks in the party before ultimately results in a much stronger stable.

Scouting here is tough as it comes, with most monsters usually returning a single-digit percentage result on cold scouting attempts, even facing down powerful allies. Use spells like Oompble to boost the attack potential of allies and employ abilities like Helm Splitter to reduce the defence of the desired monster (without knocking it out, of course). Putting the monster to sleep or otherwise immobilizing it can help, as well. Most of scouting success is derived from the allied party's attack against the scouting target's defence. Influence that, and the scales of scouting can be tipped a little more favorably toward the scout, Finally, level matters, too... High attack ratings or not, monsters that are far lower in level than an intended target are probably just not going to cut it for scouting.

Failed scouting attempts in which the monster takes offense simply become opportunities to win a battle for EXP, which one can never have too much of. So don't get disappointed if a monster eludes capture many times in a row... The battles on the road to its successful capture result in a stronger group of monsters anyway.





Gigantes roam the areas 10 through 12 just as casually as lesser creatures. In area 13, the diabolical demon-at-arms phases in and out of existence at several different points on the top floor. This ethereal beast is the subject of Marsha's highest-level Monster Scout Proficiency Test—the scout must present a demon-at-arms, whether by scouting or by synthesis. Demon-at-arms (and the gigantes found here and elsewhere) is an A rank monster. This area also houses the Zip Portal and another



Healing Stone. If there are preparations to make, do them now, and save the game before moving on...

# EXP Farming: gigantes and demon-at-arms, proficiency tests, getting ready for the end

It's no coincidence that the Zip
Portal in the Necropolis leads to
area 13. This room is basically a
proving ground for buttles to come.
It naturally provides for a number
of needs at this point. Although



it will probably be tough and require several tries, scouting at least one demon-at-arms and a gigantes is highly recommended. The demon-at-arms allows all of Marsha's tests up until now to be cleared, and both monsters can make excellent party members, or great fodder to synth A rank monsters that are unavailable in the wild!

#### MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER	REQUIREMENT	REWARD
	Present a demon-at-arms.	Warrior's scroll

This serves as kind of a test. If friendly monsters aren't buff enough to comfortably handle scouting attempts and battles against demon-at-arms and gigantes, then these monsters are definitely not ready for the challenge up ahead in area 14. Keep trying to scout these two prized eatches (along with anything else in the Necropolis—seriously, every monster here can open up some great synthesis pathways!), and take the EXP gained along the way as a bonus. Both demon-at-arms and gigantes can be rendered mostly non-threatening simply by casting Kabuff.



vdemon-at-arms	Rank:A
Skills: Grack & Zam	
Traits: Double Trouble Hit Squad	Aller T

A demon-at-arms takes two turns per round if it is not specifically given orders...

Use the warrior's scroll from Marsha to teach a demon-at-arms the Warrior skill,
then master it for the Master of Weapons trait. Now, equip demon-at-arms with a
miracle mallet, set its tactics to Don't Use MP, and refrain from giving it specific
orders. Soon enough, you've created a monster that attacks enemies six times per
turn on autopilot, while healing itself for as much as 200 HP!

Meanwhile, if missing lynx and wormonger still roam free in Doubthack and Treepidation, gigantes and demon-at-arms serve as a solid test there, too. If the alpha monsters here are manageable, feel free to go challenge those regional overloads in their dens while they sleep. (Confronting them head on while they actively roam their territories, on the other hand? Still an impossible proposition! And those gigantic monsters cannot be scouted.





The entity ahead is tremendously powerful, making pale shadows of any threats faced before. With so much possibility and flexibility with how parties can be constructed, and from which monsters and at what levels and ranks, it's hard to peg a minimum point for facing the Divine Battler. But as a conservative minimum, a well-rounded party of synthesized, rank A+ monsters in at least their early-to-mid-20s is recommended. With monsters of lower rank, considerably higher levels may be needed—even a very strong party of rank B monsters in their mid-30s may find difficulty against powerful, unprecedented attacks like Lightning Storm.





Some major upgrades to the main party may be needed in order to proceed, but luckily, this is just the place to do it.

RAGONQUEST MONSIEMS (

### **BUILDING A BETTER ARSENAL**

There are plenty of blue treasure chests around the Necropolis. Occasionally as the scouf is adventuring in this ancient tomb, building up allies and scouting new ones, the party becomes worn out. Drained of MP and out of Monster Mender uses. This is the time to Zoom back to the Albatross. There, not only is everything restored, but all the blue treasure chests in the Necropolis are reset as well! Be sure to check convenient blue chests on each "lap" back through the Necropolis, and soon, you can deposit enough machine parts into the Albatross's Item Vendor in total to unlock incredible, previously unique weapons for regular purchase, like the obsidian sword and the miracle mallet! It's difficult to have collected and deposited too many machine parts. For

now, you can deposit up to 23 machine parts. Eventually? Up to 162...

### ? MALEVOLYNX

? MONSTER FAMILY 🧣 RANK





to keep damage as manageable as possible, and take along healer allies that can repair damage after it happens and heal the others. At member should be able to focus on healing exclusively if needed, and also potentially paralyze the entire party with War Cry, with obviously





miracle mallet are along for the ride, that can simplify things earlier in the Monster Scout from the item vendor on the half the damage it deals, up to a limit of 100 HP. At this stage, any competent monster backed by

Domph(le) and using a miracle mallet is practically assured of being healed 100 HP per turn just for attacking.

It's not just as simple as buffing buffs at once with Disruptive only thing that can be done is to least Kabuff is easy on the MP.



abilities to heal, re-buff, and possibly revive any casualties

In addition to having your party use Domphle, note that Malevolynx is susceptible to having his defence reduced with



HP	MP	ATT.	DEF	AGIL.	WIS.	EXP	GOLD	SCOUT
7	?	?	7	?	?	?	?	?

SPELLS & ABILITIES: War Cry, Lightning Storm, Bounce, Disruptive Wave, Multifists

TRAITS: Hit Squad, Tactical Genius, Grand Slammer

After the scout has defeated Malevolynx, many secrets and surprises await. After learning many new things in the Necropolis and the Arena, it's time to return to the Albatross. Here, speak to Rory to finally head to the Monster Scout Challenge our stowaway scout was shooting for at the very beginning! The only thing that matters before setting out is the monsters in the main party, so place the most powerful monsters available (along with at least one healer) in the main party, and then head on out.

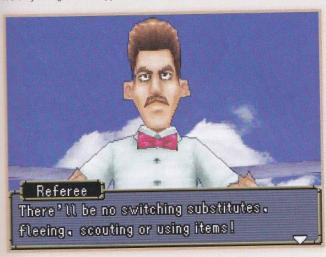


### MONSTER SCOUT CHALLENGE FINALE





The preliminary rounds of the Monster Scout Challenge are formalities the scout and his monsters are so powerful to come this far that playing them out isn't necessary. And after coming so far and growing so much, it's only fitting that the opponent in the finals is who it is.



As before, the ONLY thing a monster scout can do in the Monster Scout Challenge is change the tactics of monsters on the field. No items, no orders, no substitutes!



Atlas is basically a gigantes, but mumboh-jumboe is a boss in his own right, capable of multiple attacks per turn against the whole allied party.

Having a healer along is vital, as the only thing the scout can really do to influence the battle, apart from setting tactics, is picking the finals team in the first place. Having a monster along that uses Multiheal or Omniheal



in dire situations is invaluable against the damage output of these two bruisers. But, apart from that, it's mostly a matter of just enjoying the show. If the party was capable of taking out Malevolynx, these two should fall easily enough, as well.

After winning in the finals, enjoy the ending sequence and the credits. The game is over!





Wait. IS the adventure over? No, it isn't! Save the game when prompted post-credits, and load the save for more scouting exploits! The adventure isn't over by a long shot.



# POST-CREDITS AND THE DARK WORLD

With the Necropolis cleared, the story is complete! Or is it...? Actually, even though the credits just rolled, there is still plenty to see and to do.

#### In a nutshell:

- \* The Albatross has new leatures, thanks to beastly crew additions
- \* There's a new tournament in the Arena, and Marsha has new tests, too
- \* Leonyx offers a rematch. Triumph, and he opens the way to a new region, the Dark World... And that hellish region itself offers access to the halcyon Land of Light.
- \* Thanks to Leonyx, giant monsters are now fair game for scouting. Watch your back, wormonger.
- \* Other happenings are aloot, as well... An otherworldly seemingly divine or extraterrestrial family of monsters, the Incarni can now be found in the right places. And the old man Eugene has found within himself renewed vigor, and he wanders the countryside looking for monsters and challenges.

  Meanwhile, there are rumblings from the cave mid-way up the slopes of Cragravation...



### THE RETOOLED ALBATROSS

This time, the *Albatross* lands under its own power, rather than being forced to crash.



The crew soon leaves for the Arena in Doubtback, excited for a new Monster Scout Challenge event. With the human crew gone, friendly slimes take over the manning (or sliming?) of the ship.





Bradygmz obtains a bag of beastle bites!

The captain's treasure chest on the bridge is finally unlocked, and you can find beastle bites inside. This new disposable item increases the odds of scouting success by 10%.

A blue slime near the item vendor can advance time whenever desired. If it's day, the slime can make it night, and vice versa. Nearby, among the benches, a liquid metal slime sells metal tickets to access the metal menagerie for 10000G a pop!





### **Item Vendor Expansion**

Rory has updated the item vendor, and all kinds of new weapons and items are available. The catch, of course, is that the machine requires much more raw material to make the new and improved weapons, so many more machine parts must be dumped into the receptacle to access the new spoils. Machine parts need to be deposited by the dozens to access the upper tiers of tools.

Since the boss-type creatures reappear after the credits, tentickles are also regenerated in Unsbore. Defeat all the tentickles for easy guaranteed machine parts, then "cycle" the khalamari by either defeating it or scouting and synthesizing it to regenerate the tentickles. Apart from that, seek out machine parts just as before, in blue



#### AVAILABLE AFTER DEPOSITING 34 MACHINE PARTS

	NAME	DESCRIPTION	PRICE
8	Multi Medicine	Restores 30 HP to all allies.	600
8	"Neutral Ground"	Lures +/- monsters into battle. The effect wears off after the battle.	3150
8	wizard's shilling	Increases all allies' resistance to enemy magic.	960
B	silver broadsword	Attack +62	980
82	hunter spear	Attack +40 / Rather effective against beasts (1.05x damage). Makes critical hits easier to land.	4400
9	battleaxe	Attack +52	6700
80	giant wrench	Attack +49 / Increases defence by 13.	7300
8	chain whip	Attack +36 / Deals damage to all enemies.	4000
4	steel claws	Attack +43 / Increases agility by 26.	5500

#### AVAILABLE AFTER DEPOSITING 52 MACHINE PARTS

		DESCRIPTION	PRICE
8	"Life in the Fast Lane"	A book that bestows the Agility Boost skill.	2000
8	"Knowledge is Power"	A book that bestows the Wisdom Boost skill.	2000
B	zombiesblight	Attack +67 / Effective against the undead. (1.15x damage)	10000

#### AVAILABLE AFTER DEPOSITING 78 MACHINE PARTS

		DESCRIPTION	PRICE
8	"Brawn Over Brains"	A book that bestows the Attack Boost skill.	2000
3	"Duck and Cover"	A book that bestows the Defence Boost skill.	2000
B	dragonsblight	Attack +72 / Effective against dragons (1.15x damage).	11200
B	dragon lance	Attack +45 / Rather effective against dragons (1.05x damage).	6400
P	forester's axe	Attack +60 / Effective against beasts and naturalists. (1.15x damage)	8200
90	marauder's maul	Attack +80 / Increases defence.	25000
S	dragontail whip	Attack +42 / Deals damage to all enemies.	6700
4	metal talons	Attack +51 / Highly likely to land a hit against metal monsters. Increases agility by 29.	7200
2	staff of darkness	Attack +47 / Increases wisdom by 38.	4000

#### AVAILABLE AFTER DEPOSITING 114 MACHINE PARTS

	NAME	DESCRIPTION	PRICE
8	"The Healing Touch"	A book that bestows the Healer skill.	3000
8	"Secret Sorcery"	A book that bestows the Mage Aid skill.	3000
B	zombie slayer	Attack +81 / Highly effective against the undead (1.2x damage).	17000
Se Se	giant's sword	Attack +90	30000
X	halberd	Attack +57	7100
9	king axe	Attack +81	16000
8	spiked steel whip	Attack +48 / Deals damage to all enemies.	9200
1	gryphon talons	Attack +77 / Raises agility by 40.	12000

#### AVAILABLE AFTER DEPOSITING 162 MACHINE PARTS

		DESCRIPTION	PRICE
8	seed of skill	Allocates 3 skill points to a single ally.	1000
8	"Head Over Heals"	A book that bestows the Cure-all skill.	5000
B	dragon slayer	Attack +86 / Highly effective against dragons (1.2x damage).	17500
B	hero spear	Attack +82	16500
9	ranger's axe	Attack +90 / Highly effective against beasts and naturalists. (1.2x damage)	39000
S	warlord's hammer	Attack +58 / Occasionally crushes foes in a single blow.	17000
8	scourge whip	Attack +58 / Deals damage to all enemies.	18800
4	sacred talons	Attack +84 / Highly effective against demons. (1.2x damage) Increases agility by 30.	34500
Q	sage's staff	Increases wisdom by 46.	7500



### NEW CHALLENGES AND GIANT MONSTERS

Head to the Arena to see what the fuss is about, and the scout soon receives some interesting news from Don Mole. Yet another tournament is about to begin, but not quite yet. In the meantime, a certain towering someone waiting back at the end of the Necropolis wants a word...

After the scout speaks to Leonyx and returns to Don Mole, the True Monster Scout Challenge is ready for entry! In the chamber adjacent to Don Mole, Marsha also offers new Monster Scout Proficiency Tests.





Upon the scout's arrival, Leonyx imbues the scout ring with even more power. The scout ring now allows the scouting of giant monsters!



Leonyx also offers a rematch with the real him, now that he's no longer addled by corruption. This battle is certainly on the itinerary, but it's probably a little premature to attempt it right away. Winning the battle opens the way to the Dark World...

### **Marsha's Final Exams**



#### 40. Scout Test Memo 11

For Monster Scout Proficiency Test Level 11, the challenge is to bring back a giant monster.

Just present a monster like a bjorn or a khalamari to pass the test. Use traits like Psycho or spells like Oomph to boost your chances of scouting success.

CHALLENGE NUMBER	REQUIREMENT	REWARD
1	Present Marsha a healslime.	strong medicine
2	Present a synthesized monster that has inherited the Healer skill.	seed of magic
3	Synthesize a jargon.	magic elixir
4	Synthesize a boreal serpent.	рапасеа
5	Present a Hades condor.	Oomph powder
6	Present a slime stack with the Cure-all skill,	Yggdrasil leaf
7	Synthesize a demonrider.	"Think Negative"
8	Synthesize a grim rider with the Fortifier skill.	"The Secrets of Sorcery"
9	Synthesize a monster with the Defence Boost II skill.	Minus sceptre
10	Present a demon-at-arms.	Warrior's scroll
11 (New!)	Present a giant monster.	Synthesis recipe in Scout's Handbook
12 (New!)	Present a hargon.	Synthesis recipe in Scout's Handbook

### Marsha's Final Exams continued

Marsha's eleventh task requires the presentation of any giant monster. The easiest to get is wormonger, but any will do. Not until now has it even been possible to consider giant monsters as scouting targets, so Storting encersory (

there's some work to do taming the first of these big baddies.

Marsha's twelfth task involves presenting a bargon. Snagging a hargon to show Marsha requires some serious scouting gymnastics, one way or another. A bargon is the result of synthesis between a dhuran and a dierantula.

Phargon	RanktS
Skillst	ALIE STATE
Cleanzer	
Traits:	a Division in the
Steady Recovery	
Hit Squad	
Crafty Fizzler	

Acquiring a dhuran requires fusing a demon-at-arms with either a living statue or a dancing flame.

A dierantula is gained from synthesis between a wormonger and a gripevine. You can also frequently find (and thus scout) dierantulas on the final winding slopes near the summit of Cragravation.



However, the last Proficiency Tests don't reward prizes directly after their completion. Instead, synthesis tips are placed into the Scout's Handbook. Test 11 reweals lineage synthesis—synthesis in which the species of the grandparents matter, instead of the parents! Test 12's reward also hints at another route to monsters more powerful than any seen before, but the tip can't be put to use until well into the Dark World.

### **SCOUTING GIANT MONSTERS**

With the newly enhanced scout ring, you can finally scout giant monsters. This applies to the regional kinds like wormonger, missing lynx, bjorn, Empyrea, and khalamari! Whereas most monsters take up one slot, and medium monsters take up two team slots, giant monsters take all three slots.



Wormonger rests at night in the deepest cave of Treepidation. Engage it by stepping into its maw while it slumbers.



Missing lynx rests during the day in its den in Doubtback. The scout must defeat the tall tail of the missing lynx before facing the missing lynx itself. The game cannot be saved in the missing lynx's den; in order to repeatedly attempt to scout the monster by resetting the system, the game must be saved in an adjacent zone.

Braganquest Muns



Lure bjorn to attack by lighting the bonfire found at the northeasternmost point of Iceolation.



Seek out Empyrea at any time at the summit of Cragravation.



You can encounter khalamari at any time in the deepest trench of Unshore. The tentickies of khalamari stretch throughout the region, acting as its sentries.

Some giant monsters can only be fought and scouted at certain times of day, so use the blue slime aboard the *Albatross* to advance time if necessary when hunting certain beasts.

As against other difficult-to-scout monsters, the key to increasing the chances of scouting success versus giant monsters is to boost allied attack as much as possible (like with strong monsters using good weapons and Oomphle, and boosting repeatedly with Psyche Up). It's also helpful to lower the scouting target's defenses (with defence-impairing abilities like Helm Splitter or Wave of Panic, or enfeebles such as sleep or paralysis). Other than that, it just takes a little bit of luck (and maybe a handful of beastie bites!).



If a giant monster takes offense at a scouting attempt, the scouting opportunity is lost, and the boss must be defeated. This also means it won't be around for another attempt right away, so use the blue slime to skip time forward a day for another go. Alternatively, save the game near the boss just before starting a boss-scouting attempt. If the boss takes offense at a scouting attempt, then restart the system, reload the save, and try again immediately. This kind of approach can assure eventual success against any scouting target, even if the percentage for each try is pitifully low.

A defeated boss usually won't show up for a day. However, if the boss is successfully scouted, it won't show up again *ever*—until the scouted

specimen is fused with another monster in synthesis! Only then does the boss reappear in the wild, ready to be fought and scouted anew.

This is most important to keep in mind when trying to synthesize boss monsters with each other. If the



desired parents are acquired but they are both the same polarity, synthesis is impossible. Here, one of them may as well be synthesized just to do it, so that another specimen can be acquired (this time hopefully of opposing polarity).

Using boss monsters for synthesis is one of the ways to break through beyond A rank. First, seek out and scout wormonger, missing lynx, bjorn, and Empyrea, and level each specimen to at least lv10. Then, fuse them in pairs to produce two A rank monsters. The immediate boss synthesis results aren't different than monsters already available (heligator, buffalogre, and gigantes), but these monsters are a means to an end rather than permanent party members. Fuse the two A rank monsters produced by the four bosses, and the result is an X rank orochi!

The bosses have great, unique skills that can be passed to other creatures. As an example, when doing the suggested "grandparents" lineage synthesis above, make sure the Empyrea skill is passed forward to the resulting orochi, which should also have its own Orochi skill (and then a couple of buffing skills, like Wisdom Boost III and Attack Boost III). The resulting monster, sufficiently leveled, can basically take on the rest of the content in the game almost by itself! And there are stronger monsters still. This is just the first of the *really* ludicrously strong creatures.

When fusing pairs of bosses, be sure to either equip the Plus or Minus sceptre as appropriate for the second pair to insure that the offspring have opposing polarities and are thus compatible with one another. It's a pretty big waste of time to hunt down the first four bosses, then fuse them all only to end up with incompatible children!



### THE TRUE MONSTER SCOUT CHALLENGE!

There are so many Monster Scout Challenges and so many "real" ones that it's almost hard to keep up. But apparently, this is the real one. Or, the realest one, now. In any case, the scout has to battle through five rounds in order to prevail. The opposition should be extremely familiar...

As with previous Monster Scout Challenges, no specific commands can be issued and no substitutions can be made. Battles must be won through effective party makeup, equipment, and tactics.

To begin the challenge, speak to Don Mole. After the first three rounds, you have a chance to save, rest, and regroup before the finals.

#### QUALIFIER 1

300G reward

#	MONSTE	R NAME	RANK	LVL
137	M	RESTLESS ARMOUR	С	25
224	M	ROSEGUARDIN	A	28
166	A	LETHAL ARMOUR	В	25

#### QUALIFIER 2

500G reward

#	MONSTE	R NAME	RANK	LVL
178	優	ETHEREAL SERPENT	В	32
208	<b>M</b>	BALHIB	A	32

#### QUALIFIER 3

2000G reward

#	MONSTE	R NAME	RANK	LVL
160	A STATE OF THE STA	MAGIC SLIME	В	33
269	V	TEENY SANGUINI XY	s	27
67	S. S.	GOODYBAG	E	28







#### FINALS 1

1000G reward

#	MONSTE	R NAME	RANK	LVL
265	MAC .	RUIN	S	35



#### FINALS 2

3000G reward

#	MONSTE	R NAME	RANK	LVL
283		DR SNAPPED	х	40
307	***	ACE OF SPADES	???	40





After the finals, the scout is crowned champion of the Monster Scout Challenge yet again! As reward, Don Mole hands over 10 bags of beastie bites. Used on a target in battle, beastie bites increase the odds of scouting success by 10%. In addition to bequeathing the bites, Don Mole also directs the scout toward the adjacent chamber...

### Eugene Poole, Fledgling Monster Scout?

Here, among the books, is a familiar spirit. It turns out Eugene has gone wandering, inspired to become a scouting legend in his own right. It seems an old dog can learn new tricks.

Eugene wanders between regions, to find him, search near the Zip Portal in each region (with the exception of the Dark World). At any given time, he's woolgathering near one of the Zip Portals and



waiting for a serious challenge. (Eugene can also sometimes be found in the northwest corner of the field just outside the Albatross.)

Eugene's monsters are incredibly strong, even for their level (and their levels aren't too shabby). Almost all of Eugene's monsters have HP in the thousands, even if each particular species normally doesn't. His only "low HP" monsters are metal slimes, which make up for it by being nearly invincible. The huge HP pools make battles against the old man's parties boil down to endurance contests. At least it isn't like the Monster Scout Challenge, and any commands can be issued... But then, Eugene's monsters are much stronger than anything in any Monster Scout Challenge.



Each time Eugene is defeated, the scout has a chance to gain a monster from Eugene's own collection, and Eugen then relocates and begins training more powerful monsters. You can find and defeat Eugene up to five times. Eugene is the first challenge that truly forces the scout to develop monsters leveled beyond the initial cap of lv50.



#### FIRST EUGENE ENCOUNTER

#	MONSTE	R NAME	RANK	LVL
2	4	коморо	F	42
71	A	GREEN DRAGON	D	42

#### SECOND EUGENE ENCOUNTER

#	MONSTE	RNAME	RANK	LVL
18		KILLERPILLAR	F	55
226	100	GRIPEVINE	А	55

#### THIRD ELIGENE ENCOUNTER

#	MONSTE	R NAME	BANK	LVL
216	沙	GRACOS	A	68
71	李	NIGHT CLUBBER	S	68
28		CONKLAVE	F	68

#### FOURTH EUGENE ENCOUNTER

213 🙀 RIPTIDE A 80	LVL	RANK	R NAME	MONSTE	#
	80	A	RIPTIDE	*	213
252 ALABAST DRAGON S 80	80	S	ALABAST DRAGON	會	252

#### FIFTH EUGENE ENCOUNTER

#	MONSTE	R NAME	RANK	LVL
1	6	SLIME	F	99
219	黄	ULTRA SLIME	A	99
90	۵	METAL SLIME	D	99

If Eugene's monsters are way too strong initially, that's to be expected. Quite a lot of monster leveling and synthesis is required to build a party ready to take on Eugene's pets head-on. Thankfully, the Dark World, and more specifically the Land of Light hidden deep in the Dark World, is the perfect place to develop monsters quickly.



Bradygmz receives a conklave from Eugene Poole.

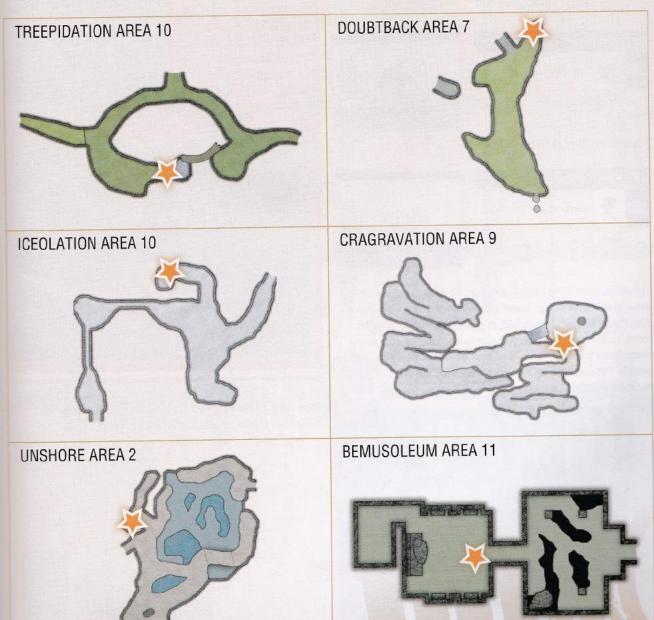
### THE INCARNI

A species of monster exists that can be thought of as almost extraterrestrial, or even extradimensional. The Incarni evolve along different synthesis lines than other monsters, and they do not belong to a traditional family or carry a traditional rank. The scout can access the gateway between their world and the island through strange circular glyphs that hover at various spots throughout the island.





An encounter with the Incarni is triggered when the scout finds and interacts with one of their glyphs. Win the battle, and you earn a special tome that teaches a unique skill. Find the glyph again, and the Incarnus changes into a superior form for another battle. You can encounter and defeat the Incarnus up to four times; defeat its fourth and final form, and the scout can take possession of his own version of the Incarnus from the field just outside the *Albatross*!



#### FIRST INCARNUS ENCOUNTER





#### SECOND INCARNUS ENCOUNTER

#	MONSTE	ER NAME	LVL
305	*	CLUBOON ACE	50



#### THIRD INCARNUS ENCOUNTER

#		R NAME	LVL
304	M	HAWKHART ACE	50



#### FOURTH INCARNUS ENCOUNTER

	MONST	ER NAME	EVL
303	灣	WULFSPADE ACE	88



The various forms of the Incarnus are tough, no doubt, but they are not as powerful as Eugene's rough beasts, and there's only one of them at a time. Even though the fourth form is Iv88, its power is comparable to earlier forms, so don't be off-put from giving the fourth form a try once you've dealt with the first three. The baby Infantus received as a reward is well worth it. This unique life form can be developed into one of the strongest and most versatile monsters.



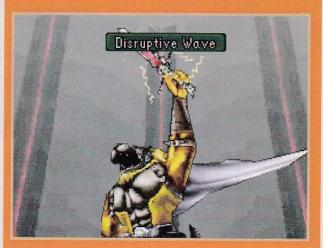
The reward for clearing all four forms is found just outside the Albatross.

### THE DARK WORLD

Leonyx can be tought in the Necropolis, free of the demons that weighed him down before. He remains a tormidable opponent, but monsters that were strong enough to defeat the True Monster Scout Challenge should be able to defeat him here.

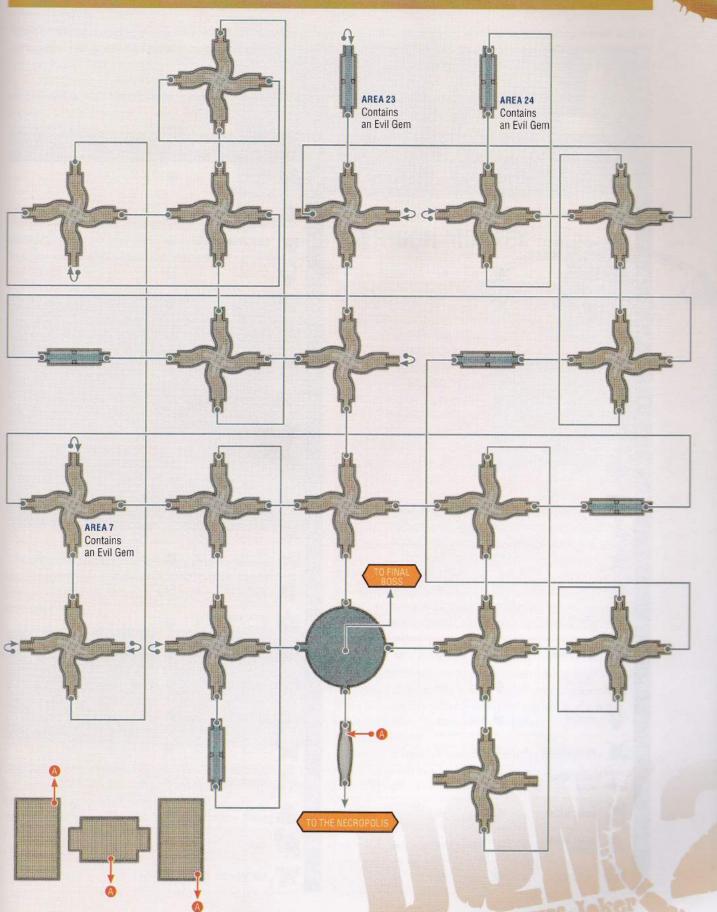
By now, the strategies required to defeat him should be routine—keep defensive and offensive buffs active, reapply them quickly after Disruptive Wave, and stay healthy. In between all that, get in shots on Leonyx where possible.





Upon defeat, Leonyx opens the way to the Dark World, even further beneath and beyond the Bemusoleum and Necropolis.

### AREA CONNECTIONS IN THE DARK WORLD



### WILD MONSTERS IN THE DARK WORLD

The Dark World is a labyrinth of warped halls, and the monsters that may populate any given stretch of hallway are dictated by its arrangement. Four-way intersections contain different sets of monsters than straight hallways. The checkerboard pit areas found by falling through a vortex, as well as the gear area accessed beyond the central door, contain different monsters, too.

The diversity in the Dark World puts the entire rest of the island to shame. A new wealth of previously unseen specimens, some of A rank or better, leads to many new synthesis possibilities.

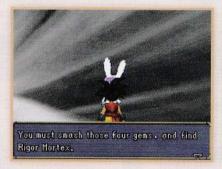
#	MONST	ER NAME	RANK	FAMILY	EVL	FOUR-WAY INTER- SECTIONS	STRAIGHT HALLWAYS	PIT	GEARS
1	6	SLIME	F	۵	27	Yes	Yes	-	-
20	爆	WAX MURDERER	F		30	- I	Yes	_	_
24	類	ARGON LIZARD	F	3	23	Yes	Yes	-	_
25	逐	HELL HORNET	F	0	23	Yes	-	_	_
42	4	DRAKE SLIME	E	۵	22	-	-	H	Yes
57	30	SNAPDRAGON	E	Ø.	26	Yes	Yes	_	_
67	3	GOODYBAG	E		30		Yes	Yes	-
68	W	IMP	E	ф	31	-	-	Yes	-
72	S	TEENY SANGUINI	D	*	26	Yes	-		-
105		BEHEMOTH SLIME	D	۵	28	Yes	Yes	-	-
106	W	RED DRAGON	D	3	37	Yes	Yes	H	
118	*	HACKSAURUS	С	3	25	-	-	-	Yes
121	K	PUPPETEER	С		23		Yes	=	Ħ
126	<b>M</b> -	GREAT SABRECAT	С	9	34	Yes	= 1	-	-
130		WALKING CORPSE	С	•	30		Yes	-	
131	8	SLIME STACK	С	۵	29	Yes	Yes	_	-
141	in.	JUMPING JACKAL	С	•	23	Yes	-	_	-
144	*	HEYEDRA	С	•	27	='	Yes	-	_
146	弧	METAL DRAGON	С	3	37	Yes	Yes		
152	خف	LIQUID METAL SLIME	С	۵	1	Yes	Yes	Yes	Yes
154		NOTSO MACHO	С	•	23	Yes	-	_	-
161	A	GREAT ARGON LIZARD	В	3	37	Yes	Yes	-	-
163	今	BEETLEBOY	В	•	23	Yes			-

	MONSTI	ER NAME	RANK	FAMILY	LVL	FOUR-WAY INTER- SECTIONS	STRAIGHT HALLWAYS		GEAR
16	6	LETHAL ARMOUR	В	do	23	-	-	-	Yes
16		PHANTOM SWORDSMAN	В	•	24		I :-		Yes
17	6	SOULSPAWN	В	•	34	-,	Yes	-	1000
17	4	GORERILLA	В	•	25	Yes	=	-	
181	· P	PINK SANGUINI	В	*	27	Yes		-	200
18	8	MIMIC	В		18			-	Yes
184	答	DARK SLIME KNIGHT	В	۵	32	Yes	Yes	_	_
189	120	BOSS TROLL	В	4	34	_	_	Yes	-
198	3	HELIGATOR	А	<b>@</b>	37	Yes	_	_	-
198	家	LIVING STATUE	A		30		Yes	Yes	
201	2	KING BUBBLE SLIME	A	۵	33	Yes	Yes	_	-
202	總	GREAT DRAGON	A	Ø	37	Yes	Yes		
205	(Mar	KILLING MACHINE	A		30	-	Yes	Yes	-
210	*	NIGHT KNIGHT	A	•	37	-	Yes		
211	*	METAL KAISER SLIME	A	۵	1	Yes	Yes	_	_
221	100	MOOSIFER	A	0	34	Yes			
223	樂	GEMON	A	ф	36	-	-	Yes	_
226	20	GRIPEVINE	А	•	35	Yes	-		
232	300	PAZUZU	А	ф	32	Yes	-	-	_
233	南顶	DIERANTULA	А	•	36		Yes	-	-
237	3	METAL KING SLIME	s	۵	1	Yes	Yes	Yes	Yes
240	\$1	ATLAS	S	•	35	Yes	-	5700	
282	嫩	TRAUMINATOR	х		34	-	Yes	Yes	-

### ANCIENT EVIL

OBJECTIVE Destroy the four evil gems, opening the way to confront Rigor Mortex.

At the center of the Dark World, more or less, is a freestanding door that is the portal to the goal. In order to open this door, the scout must smash four evil gems. One of these gems is located right at the beginning, so only three require a search. Two are found at the northernmost parts of the map, and one is found in the west.





The halls here don't always connect in obvious ways. Space itself is distorted in places, and some paths may trek the scout all the way around the level instead of directly into the adjoining room, like a rational person might expect.



Walk too far past the edge of the area in any given direction, and the path loops all the way around to the opposite side. For now, anyway... Vortexes in the floor can also appear, leading to an otherwise inaccessible pit if the scout falls through.





Once the scout has smashed all four gems, the door near the healing stone at the center opens. Passing through the door leads to a room filled with spinning gears and switches. In the room beyond that waits the boss of this ancient hovel, found in a room that contains another healing stone and a Zip Portal.

**311 RIGOR MORTEX** Here is the dark lord of this other giant monsters, Rigor Mortex acts multiple times each turn enough, but it supplements Frizz Cracker. The harshest threat there is Frizz Cracker. which can deal out 600 battle is mostly about having a plan to deal with Frizz Cracker—if the party can eat it here and there

without falling apart, while continuing to output damage in addition slipping up. If every Frizz Cracker is a disaster, though, the party probably isn't ready yet.

Rigor Mortex also uses Kasap to reduce allied defence, and it

When Rigor Mortex falls, the immediate reward is the best staff-the royal rod! A strong spellcaster will be happy indeed hefting this fine sceptre. Return to Leonyx after victory to debrief him, and he'll hand over the Leonine greatsword, the best sword in the game!

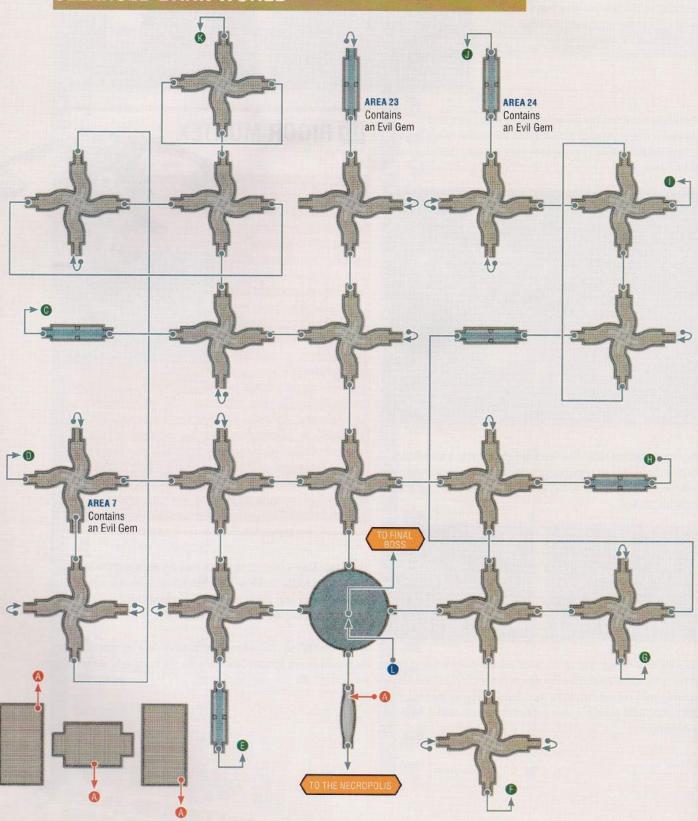
As incredible as these two weapons are, there's a reward greater still. With the miasma cleared from the Dark World, the way can now be opened to the Land of Light.

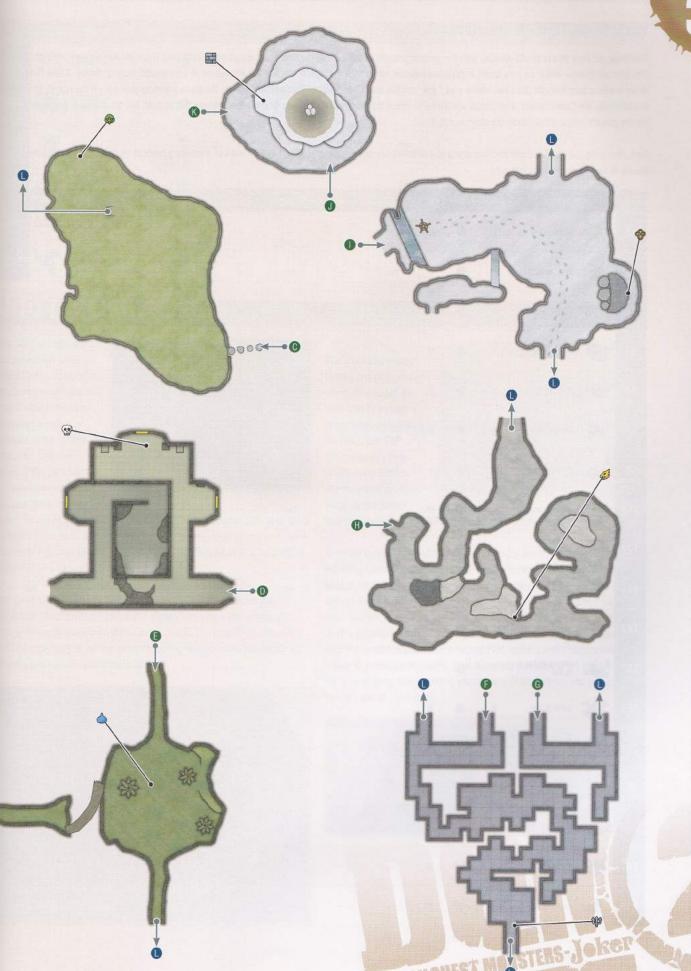
### THE LAND OF LIGHT

The Land of Light is a golden paradise that resembles the field where the *Albatross* is docked, if that field was glowing and teeming with metal slimes. The Land of Light is basically the metal menagerie all grown up.

### AREA CONNECTIONS IN THE CLEANSED DARK WORLD







#### WILD MONSTERS IN THE NEW AREAS

The cleansed Dark World is still teeming with the same monsters as before, but the new areas unlocked by defeating Rigor Mortex house their own fauna. The new areas each match an area found in previous regions, along with a key pillar bearing the inscription of a particular monster family. These new areas are thus best thought of as the "slime area," the "dragon room," and so on. These chambers are the alpha scouting grounds on the island. Monsters like Mortella, the Dual Duellers, and Canzar are harder to scout than the regional bosses or any other monsters until now, but the potential they open up for the game's best synths makes the effort worth it.

And, accessing the Land of Light involves going to a different key pillar each time. Might as well work in a scouting attempt on one of these exclusive beasts during each Land of Light run!

		WONSTER NAME	RANK	FAMILY	LVL	△ AREA	P AREA	₩ AREA	S AREA	⊕ AREA	<b>⊗</b> AREA	■ AREA	LAND OF LIGHT
17	18	SCISSOR BEATLE	F	•	5	Yes	-		-	-	ANEA	- ANEA	_
25	蒸	HELL HORNET	F	9	4	Yes	-	_	_	_		-	-
26	All I	HAMMERHOOD	F	•	6				-		Yes	-	
56	3	SHELL SLIME	E	۵	17	-	-	_	Yes	<u>-</u>	-	-	-
59	分	SNOWBIRD	F	•	6	-					Yes	-	
65	M	SPIKED HARE	E	•	6	# <b>=</b> €	-	-	-	-	Yes		-
90	۵	METAL SLIME	D	۵	1								Yes
118	*	HACKSAURUS	С	Ø	22		275	Yes	-	-	-	-	- 1
127	X	GARGOYLE	С	•	19	-	-	Yes		_			
141	· Ar	JUMPING JACKAL	С	•	23	_	_	N	-	-	-	-	Yes
147	争	BARRACUDA	С	•	16				Yes		-		
152	٠	LIQUID METAL SLIME	С	۵	1	-	Yes		-		-	-	Yes
169	*	DARK SLIME	В	۵	22		Yes	-		-		-	-
184	*	DARK KNIGHT SLIME	В	۵	24	-	Yes	-	-		-	-	-
202		GREAT DRAGON	A	3	37			-	-		-	-	Yes
203		THORNELLA	A	•	20	Yes	-		-	-	-	-	_
207	M.	EXORSUS	A	·	20	-		Yes	-			-	
212	*	DUAL DUELLERS	A	I	20	-	1-	-	-	-	Yes	-	-

	MO	NSTER NAME	RANK	FAMILY	LVL	△ AREA	AREA	AREA	3 AREA		♦ AREA	E AREA	LAND OF LIGHT
218	流	MORTELLA	A	ф	20		Yes	-		-			-
227	纖	MARQUIS DE LEON	А	•	20	_	-	=	£ <b>—</b> )	-	-	Yes	_
231	*	DORSAL FIEND	A	•	20				Yes				
237	8	KING METAL SLIME	S	<b>&amp;</b>	1		-	-	-	-	-		Yes
262	306	CANZAR	S	۵	20					Yes	-	-	
282	城	TRAUMINATOR	х		34		-	-	-	-	-	-	Yes

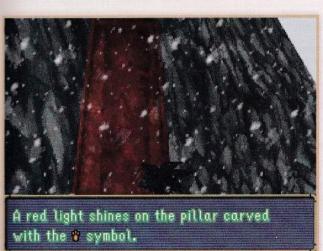
#### INTO THE LIGHT

The Land of Light was not accessible while Rigor Mortex controlled the Dark World. Now that the Dark World is cleansed, a red pillar appears in the central chamber, and new areas in the Dark World are available. In each of the new areas is a key



pillar, similar to the red pillar in the center. The key pillar in each area has a different monster family sigil on it, and the central red pillar requires that a particular key pillar be visited. Examine the right key pillar and the Land of Light will be accessed.

The Land of Light itself is identical in layout to the field outside the Albatross. Metal slimes, liquid metal slimes, and king metal slimes all hop, glorp, or bounce around the golden fields. The king metal slimes are extremely perceptive, so the Vanish scouting skill becomes invaluable for actually getting into combat with them.



The scout can remain in the Land of Light for about 20 minutes per visit. This is actually a ton of time, considering the ridiculous EXP totals possible here. With a party that can regularly take out king metal slimes before



they flee, expect to see EXP totals breaking 70000~90000+ EXP per battle!

Once the Land of Light is available, all avenues are open. The areas that led to the Land of Light in the first place—the new areas of the Dark World opened by defeating Rigor Mortex—each contain some of the best scouting and synthesis candidates. Of course, newly synthesized monsters start at Iv1 and are more or less worthless at this stage for a long time... But, there's a perfect venue for leveling up monsters—the Land of Light crushes even the metal menagerie for potential EXP, and it doesn't require metal tickets to enable participation. Even monsters that start at Iv1 and sit in the reserve party doing nothing gain dozens of levels from just one or two fruitful Land of Light visits!

PRAGONQUEST MONSTERS-JOKON





## MONSTER DATA

The main Monster listing is provided in alphabetical order. There are two additional lists provided here that mirror the possible ways to sort Monsters at the Albatross holding pen. One lists all Monsters by Strength value, while the other is arranged by family first, then Strength. Refer to these listings when you are considering synthesis options, but remember that there are some special synthesis situations that will impact some results!

Strengh Rating: Higher numbers indicate more powerful monsters. This number is used when determining synthesis results.

Monster Family: Monsters come from one of eight families: slime, dragon, nature, beast. material, demon, undead, and ???. Monster Family is significant for synthesis.

Max Stats: The numbers given here are the maximum stats the monster can achieve at level 100.

Trait(s): The name, number and description for the traits inherent to the monster.

Resistances: The 28 types of magic are listed here. The monster's vulnerability or resistance to each is given next to the type of magic.

- Vulnerable means the monster takes extra damage from the magic type.
- means no resistance or vulnerability.
- 50% Resist means an increased resistance.

SYNTHESIZE

**EVENT** 

(Lineage) hargon x gemon

- Immune means the magic type has no effect.
- Reflect means the monster turns the attack back on the spell caster.
- Heal means the monster is healed by any magic of that type.



How to Obtain: There are three ways to obtain monsters: Scouting, Synthesis, or through an Event.

day, weather, etc.) that may need to exist for the monster to be available.

· If a monster is available via scouting, the information provided tells you which zone to visit and any conditions (time of

 If a monster is available through synthesis, the information provided indicates which type of synthesis is required and the monster "parents" needed for the synthesis. For normal synthesis, two examples are provided. There are more possible

Some monsters are acquired through certain events. The specifics for obtaining these monsters are detailed here.

### MONSTERS SORTED BY STRENGTH VALUE

SIF	A STREET, SQUARE, SQUA	PG	of the second section 2	HANK	( Contract
1	slime	167		E	S
2	komodo	1.42	-	F	S
3	swarmtroopers	-	-	F	S
4	platypunk	157	Beast	F	S
5	bag o' laughs	103	Material	F	S
6	dracky	119	Demon	B	S
7	ghost	129	Undead	E S	S
В	bad egg	103	Sime	E	S
9	frou-fry	127	Dragon	F	S
10	capsichum	110	_	F	S
	mischievous	David		10000	-
11	male	149	Beast	E	S
12	mud mannequin	151	Material	F	S
13	lips	144	Demon	F	S
14	stump chump	170	Undead	F	S
15	weedie	174	Slime	F	S
16	dragonthorn	120	Dragon	F	S
17	scissor beatle	163	Nature	F	S
18	killerpillar	141	-	-	-
		100000	Nature	10 <b>6</b> 3	S
19	satyr	162	Beast	NE T	S
20	wax murderer	174	Material	÷F.	S
21	winky	176	Demon	F	S
22	funghoul	127	Undead	F	S
23	bubble slime	109	Slime	#F	S
24	argon lizard	103	Dragon	o Fall	S
25	hell hornet	137	Nature	F	S
26	hammerhood	135	Beast	F	S
27	frostburn	1000	Material	-	
28		127	THE RESERVE AND PERSONS NAMED IN	F	S
-	conklave	113	Demon	_	S
29	muddy hand	151	Undead	F	S
30	healslime	137	Slime	F	S
31	mental pitcher	147	Nature	F	S
32	spitnik	169	Material	F.	S
33	see urchin	164	Demon	F	S
34	firespirit	125	Undead	F	S
35	she-slime	164	Slime	ŧ	S
38	jargon	139	Dragon	£	S
37	great sabrecub	133	Nature	E	S
					_
38	weaken beakon	174	Beast	E	S
39	cheeky tiki	111	Material	E	S
40	heedoovoodoo	137	Demon	E	S
41	drohl drone	122	Undead	E	S
42	drake slime	121	Stime	E	S
43	bareal serpent	108	Dragon	E	M
44	chimaera	111	Nature	E	S
45	powie yowie	158	Beast	E	S
46	rockbomb	161	Material	E	S
47	frogface	126	Demon	E	S
48	mummy boy	152	Undead	E	S
49	wild stime	175	Slime	8	S
50	nardragon	152	Dragon	E	S
51	bullfinch	109	Nature	E	S
52	pan piper	156	Beast	E	S
53	dancing flame	115	Material	E	S
54	headhunter	136	Demon	E	S
55	demonrider	116	Undead	E	S
56	shell slime	164	Slime	E	S
57	snapdragon .	168	Dragon	E	S
58	wild boarfish	175	Nature	E	S
59	snowbird	168	Beast	E	S
60	dingaling	118	Material	E	S
61	lump wizard	144	Demon	8	S
63	mottle slime	150	Slime	E	S
		1000			
64	jailcat	139	Nature	6	S
65	spiked hare	169	Nature	8	S
66	chainine	110	Beast	E	S
	goodybag	130	Material	E	S
67		139	Demon	E	S
67 68	imp		Undead	A CONTRACTOR	S
	skipper	166	Undead	E	4
58	skipper	-			
68 69 70	skipper snall slime	168	Slime	D	S
68 69 70 71	skipper snall slime green dragon	168 133	Stime Dragon	D D	S M
68 69 70 71 72	skipper snall slime green dragon teeny sanguini	168 133 170	Stime Dragon Beast	D D	S M S
68 69 70 71 72 73	skipper snall stime green dragon teeny sanguini cannibox	168 133 170 109	Stime Dragon Beast Material	D D D D	S M S S
68 89 70 71 72 73 74	skipper snall slime green dragon teeny sanguini cannibox dancing devil	168 133 170 109 115	Stime Dragon Beast Material Demon	D D D D D	S M S S
68 89 70 71 72 73 74 75	skipper snall slime green dragon teeny sanguini cannibox dancing devil hellhound	168 133 170 109 115 138	Stime Dragon Beast Material Demon Undead	D D D D D D	S M S S S
68 89 70 71 72 73 74 75 76	skipper snall slime green dragon teeny sanguini cannibox dancing devil hellhound snowmangler	168 133 170 109 115	Stime Dragon Beast Material Demon	D D D D D	S M S S
68 69 70 71 72 73 74	skipper snall slime green dragon teeny sanguini cannibox dancing devil hellhound	168 133 170 109 115 138	Stime Dragon Beast Material Demon Undead	D D D D D D	S M S S S

ST	R NAME	PG	FAMILY	RAN	SIZE
79	night emperor	163	Beast	D	S
80	shadow	164	-	D	S
81	dessert demon	-	THE RESERVE AND DESCRIPTION OF THE PERSON NAMED IN	D	S
82	flyguy slime knight	167	Name and Publishers and	D	S
84	dragurn	121	-	D	S
85	crabid	113	THE WORLDWINSON, BUILDING	D	S
86	fencing fox	125	Beast	D	S
87	anchorman	101	Material	D	S
88	lesser demon	143	-	D	S
90	hyper heyedra metal slime	138	THE RESERVE AND ADDRESS OF THE PERSON NAMED IN	D	S
91	rubble slime	161	Slime	D	S
92	gasbagon	128	Dragon	0	S
93	scorpion	163	Nature	D	S
94	orc	155	Beast	D	S
95	gold golem	130	Material	D	S
96	cross eye	114	Demon	D	S
97	skeleton angel slime	165	Undead	D	S
99	seasaur	163	Dragon	0	S
100		124	Nature	D	S
101	weartiger	174	Beast	D	S
102	mecha-mynah	146	Material	D	S
103	silvapithecus	165	Demon	D	S
104	phantom fence	_	Undead	0	S
106	behemoth slim red dragon	105	Slime Dragon	0	S
107	khalamari kid	140	Nature	D	S
108	brownie	108	Beast	D	S
109	firn flend	125	Material	D	S
110	wrecktor	176	Demon	D	S
111	metal slime knight	148	Slime	D	S
112	beshemoth	106	Slime	D	S
	slime	-			
113	warmonger slime X	176	Nature Slime	C	S
115	chimaera X	111	Nature	C	S
116	goodybag X	130	Material	C	S
117	conklave X	113	Demon	C	S
118	hacksaurus	135	Dragon	C	S
119	Hades condor	135	Nature	C	S
120	bodkin archer puppeteer	106	Beast Material	C	S
122	dangler fish	115	Demon	0	S
123	bona	107	Undead	6	-
2000	constrictor				S
124	dragon slime aquestrian	120	Slime	C	S
125	gladiator	102	Dragon	C	S
126	great sabrecat	133	Nature	C	S
127	gargoyle	128	Beast	C	S
128	king kelp great dracky	142	Material Demon	C	S
130	walking corpse	173	Undead	C	S
131	slime stack	167	Slime	C	8
132	sea dragon	163	Dragon	C	S
133	treeface	172	Nature	С	М
134	merman	147	Beast	C	S
135 136	malevolamp	145	Material	C	S
137	octavian sentry restless armour	155 159	Demon Undead	C	S
138	king slime	142	Slime	C	S
139	noble gasbagon	154	Dragon	С	S
140	paws	156	Nature	C	8
141	jumping jackal	140	Beast	С	S
142	hunter mech	138	Material	C	S
143	robbin' huddle heyedra	160 138	Demon Undead	C	S
145	curestime	114	Slime	C	S
146	metal dragon	147	Dragon	C	S
147	barracuda	104	Nature	С	S
148	diemon	118	Beast	С	S
149	golem	130	Material	C	S
150	erazor blade	123	Demon	C	S
1.53(10)	cyber stime	114	Slime	C	S
	liquid	2000	ALC: UNITED BY	Towns of	100
152	liquid metal slime yabby	144 177	Slime Nature	C	S

STR	CALL SALES CONT.	PG	a,naawwaa	Y RAN	100000
154	notso macho	154	The State of the S	C	S
156	gryphon	135	-	C	S
157	missing lynx green dragon X	-		C B	L
Taxes	teeny	-	-	-	M
158	sanguini X	171	Beast	В	S
159	skeleton X	166	Undead	В	S
160	magic slime	145	Slime	В	S
161	great argon lizard	132	Dragon	В	S
162		-	40000000		
163	abyss diver beetleboy	101	Dragon Nature	В	S
164	firebird	125	Beast	В	S
165	magmalice	145	Material	B	S
166	lethal armour	143	Demon	В	S
	phantom	2000			
167	swordsman	157	Undead	8	S
168	skeleton soldier	166	Undead	B	S
169	dark slime	115	Slime	8	S
170	tyrantosaurus	173	Dragon	В	S
171	giant moth	129	Nature	В	\$
172	cockateer	112	Beast	В	S
173	jum	140	Material	В	S
174	fallen priest	124	Demon	В	S
175	grim rider	134	Undead	8	S
176	soulspawn	169	Undead	8	S
177	rotten egg	161	Slime	В	S
178	ethereal serpent	_	Dragon	В	M
179	gorerilla	131	Nature	8	S
180	pink sanguini	157	Beast	8	S
181	mimic	148	Material	8	S
182	archdemon	102	Demon	В	S
183	cross bones	114	Undead	В	S
184	dark slime knight	116	Stime	8	S
185	megalodon	146	Dragon	В	S
186	frou-frou	127	Dragon	8	S
187	stark raven	170	Nature	8	S
189	boss troll	108	Demon	В	M
190	jamirus	139	Demon	В	S
191	fright knight	126	Undead	В	S
193	king cureslime	141	Silme	В	S
194	drakularge	122	Dragon	B	S
195	bjom	106	Beast	В	L
196	heligator	137	Nature	Α	S
197	gigantes	129	Beast	Α	M
198	living statue	144	Material	А	S
199	demon-at-arms	116	Demon	A	S
200	wailin' weed	173	Undead	A	S
201	king bubble slime	141	Slime	A	S
202	ALCOHOLD CO.	132	Deserve	10000	
203	great dragon Thornella	171	Dragon Nature	A	S
203	buffalogre	109	Beast	A	S
205	killing machine	141	Material	A	S
206	dhuran	117	Demon	A	S
207	Exorsus	124	Undead	A	M
208	balhib	104	Material	A	S
209	conkettes	112	Demon	A	S
210	night knight	153	Undead	A	S
211	metal kaiser	na a			-
0000	slime	147	Slime	A	M
212	Dual Duellers	122	Dragon	A	M
213	riptide	160	Nature	A	S
214	mohawker	149	Beast	A	S
215	boe	107	Material	- A	S
216	gracos	131	Demon	A	S
217	tortured soul	171	Undead	A	S
218	Mortella	150	Demon	A	M
219	ultra slime	173	Slime	Α	S
220	garuda	128	Nature	A	S
221	moosifer	150	Beast	A	S
222	mum	151	Material	A	S
223	gemon	129	Demon	A	M
224	roseguardin	161	Undead	A	S
225	mechan-o'-wyrm	146	Dragon	A	S
1000000	gripevine	134	Nature	A	M
227	marquis de léon	146	Beast	A	M
200.00	boh	107	Material	A	S
0.00	belial	105	Demon	A	S

STF	NAME	PG	FAMIL	RANK	SIZE
230	Annual Control of the last of	107	Village and the same of	A	S
231	Dorsal Fiend	119	-	A	M
232	bazuzu	156	A PROPERTY AND ADDRESS OF THE PARTY AND ADDRES	A	S
233	dierantula	118	The Person leading to the Party of the Party	A	M
236	empyrea	123	NAME AND ADDRESS OF THE OWNER, WHEN	A	1
237	metal king slime	148	Name and Address of the Owner, where the Owner, which the	S	S
238	black dragon	106	CONTRACTOR STATEMENT	5	S
239	beetlebully	105	Total Control of the last of t	S	S
240	atlas	103	A PROPERTY OF THE PERSON	8	M
241	trap box	172	The Real Property lies	S	S
242	robbin' hood	160	Demon	S	S
243	dullahan	123	Undead	S	S
244	shogum	165	Siime	S	S
245	drakulard	121	Dragon	S	S
246	king squid	142		S	M
247	don mole	119	The state of the s	S	S
248	overkilling	156	Material	S	S
	machine	-	2 777	100	
249	night clubber	153	Beast	S	S
250	wight king	175	Undead	S	S
251	nemeslime	152	Slime	S	S
252	alabast dragon	101	Dragon	S	M
253	darkonium slime	116	Stime	S	M
254	dracolord	120	Dragon	S	S
	mumboh-	Section 1	Annual Control	A Section	77.00
255	jumboe	151	Material	5	8
256	murdaw	152	Demon	S	S
257	baramos	104	Demon	S	S
258	hargon	136	Demon	S	S
259	mairoth	145	Demon	S	M
260	Captain Crow	110	Undead	S	S
261	grandpa slime	131	Slime	S	M
262	Canzar	110	Slime	S	L
263	khalamari	140	Nature	S	L
264	dhoulmagus	117	Beast	S	S
265	ruin	162	Material	S	L
266	slime XY	168	Slime	S	S
267	green dragon XY	134	Dragon	S	M
268	chimaera XY	111	Nature	S	S
269	teeny	171	Beast	S	S
100000	sanguini XY	and the same	200000	10000	
270	goodybag XY	131	Material	S	S
271	conklave XY	113	Demon	S	S
272	skeleton XY	166	Undead	5	5
273	dragonlord	120	Dragon	X	M
274	leopold	143	Nature	X	S
275	psaro	158	Material	Х	M
276	prince o' thieves	158	Demon	X	S
277	nimzo	153	2222	X	M
278	gem slime	128	Slime	X	M
279	orachi	155	Dragon	X	L
282	trauminator	172	Material	X	M
283	Dr Snapped	119	Undead	X	242
284	zoma	177	2777	X	S
285	greygnari	134	Dragon	×	M
286	trode	172	Nature	X	S
287	Sagittar	182	Material	X	L
288	mortamor	150	7777	×	M
290	orgodemir	155	7777	X	M
291	xenion	177	Dragon	X	M
292	nokturnus	154	Damon	X	S
293	rhapthorne	159	7777	X	5
294	Aquarion	102	Beast	X	L
295	estark	123	Material	×	L
296	rhapthorne II	159	????	X	L
297	Dragovian lord	121		X	M
298	great godbird	132	Dragon Nature	X	L
299	wulfspade	176	????	777	-
300		*****	7777	-	S
The same	hawkhart	136		777	S
301	cluboon	112	2777	???	S
302	diamagon	117	2272	777	S
303	wulfspade ace	177	2272	777	S
304	hawkhart ace	136	7777	???	S
305	cluboon ace	112	????	???	S
306	THE RESERVE AND PERSONS ASSESSED.	118	????	777	S
307	Ace of Spades Wildcard	101	????	777	S
308		175	????	222	S

DRAGONQUEST MONSTERS-JOKGP

### MONSTERS SORTED BY FAMILY

SLIME				
NAME	PG	STR	RANK	SIZE
slime	167	1	F	S
bad egg	103	8	F	S
weedle	174	15	F	S
bubble slime	109	23	F	S
healslime	137	30	F	S
she-slime	164	35	E	S
drake slime	121	42	E	S
wild slime	175	49	E	S
shell slime	164	56	E	S
mottle slime	150	63	E	S
snail slime	168	70	D	5
snowmangler	169	76	D	S
slime knight	167	83	D	S
metal slime	148	90	D	S
rubble slime	161	91	D	S
angel slime	102	98	D	S
behemoth slime	105	105	D	S
metal slime knight	148	111	D:	S
beshemoth slime	106	112	D	S
slime X	167	114	C	S
dragon slime	120	124	C	S
slime stack	167	131	0	S
king slime	142	138	C	S
cureslime	114	145	C	S
cyber slime	114	151	C	S
liquid metal slime	144	152	C	S
magic slime	145	160	В	S
dark slime	115	169	В	S
rotten egg	161	177	В	S
dark slime knight	116	184	В	S
king cureslime	141	193	В	S
king hubble slime	141	201	A	S
metal kaiser slime	147	211	Α	M
ultra slime	173	219	Α	S
metal king slime	148	237	S	S
shogum	165	244	S	S
nemeslime	152	251	S	S
darkonium slime	116	253	S	M
grandpa slime	131	261	S	M
Canzar	110	262	S	L
slime XY	168	266	S	S
gem slime	128	278	X	M

DRAGON	200	ета	CT A SHE	Carrie
NAME	NOW THE STATE	A STATE OF THE PARTY OF THE PAR	RANK	SIZE
komedo	142	2	F	S
frou-fry	127	9	F	S
dragonthom	120	16	F	S
argon lizard	103	24	F	S
jargon	139	36	E	S
boreal serpent	108	43	E	M
nardragon	152	50	E	S
snapdragon	168	57	E	S
green dragon	133	71	D	M
skelegon	165	77	D	S
dragum	121	84	D	S
gasbagon	128	92	D	S
seasaur	163	99	D	S
red dragon	159	108	D	M
hacksaurus	135	118	C	S
aquestrian gladiator	102	125	C	S
sea dragon	163	132	C	S
noble gasbagon	154	139	G	S
metal dragon	147	146	C	S
green dragon X	133	157	В	M
great argon lizard	132	161	В	S
abyss diver	101	162	В	S
tyrantosaurus	173	170	В	S
ethereal serpent	124	178	В	M
megalodon	146	185	В	S
frou-frou	127	186	В	S
drakularge	122	194	В	S
great dragon	132	202	A	S
Dual Duellers	122	212	A	M
mechan-o'-wyrm	146	225	A	S
black dragon	106	238	S	S
drakulard	121	245	S	S
alabast dragon	101	252	S	M
dracolord	120	254	S	S
green dragon XY	134	267	S	M
dragonierd	120	273	X	M

DRAGON	THOU W			111
NAWIE	PG	STR	RANK	SIZE
orochi	155	279	X	L
greygnari	134	285	Х	M
xenion	177	291	Х	M
Dragovian lord	121	297	Y	M

	V		-	
NATURE				
NAME	PG	STR	RANK	SIZE
swarmtroopers	170	3	F	S
capsichum	110	10	F	S
scissor heatle	163	17	F	S
killerpillar	141	18	F	S
hell hornet	137	25	F	S
mental pitcher	147	31	F	S
great sabrecub	133	37	E	S
chimaera	111	44	E	S
bullfinch	109	51	E	S
wild boarfish	175	58	E	S
jailcat	139	64	E	S
spiked hare	169	65	E	S
boring bug	108	78	D	S
crabid	113	85	D	S
scorpion	163	93	D	S
eveel	124	100	D	S
khalamari kid	140	107	D	S
wormonger	176	113	D	L
chimaera X	111	115	C	S
Hades condor	135	119	C	S
great sabrecat	133	126	C	S
treeface	172	133	С	M
paws	156	140	C	S
barracuda	104	147	C	S
yabby	177	153	C	S
beetleboy	105	163	В	S
giant moth	129	171	В	S
gorerilla	131	179	В	S
stark raven	170	187	В	S
heligator	137	196	Α	S
Thornella	171	203	A	M
riptide	160	213	A	S
garuda	128	220	Α	S
gripevine	134	226	Α	M
empyrea	123	236	Α	L
beetlebully	105	239	S	S
king squid	142	246	S	M
khalamari	140	263	S	L
chimaera XY	111	268	S	S
leopold	143	274	Х	S
trade	172	286	Х	S
great godbird	132	298	X	L

NAME	PG	STR	RANK	SIZE
platypunk	157	4	F	S
mischievous mole	149	11	F	S
satyr	162	19	F	S
hammerhoed	135	26	F	S
weaken beakon	174	38	E	5
powie yowie	158	45	Ę	S
pan piper	156	52	E	S
snowbird	168	59	E	S
chainine	110	66	E	S
teeny sanguini	170	72	0	S
night emperor	153	79	D	S
fencing fox	125	86	D	S
orc	155	94	D	S
weartiger	174	101	0	S
brownie	108	108	D	S
bodkin archer	106	120	С	S
gargoyle	128	127	C	S
merman	147	134	C	S
jumping jackal	140	141	С	S
dieman	118	148	С	S
notso macho	154	154	C	S
missing lynx	149	156	C	L
teeny sanguini X	171	158	В	S
firebird	125	164	В	S
cockateer	112	172	В	S
pink sanguini	157	180	В	S
bjorn	106	195	В	L
gigantes	129	197	A	M
buffalogre	109	204	A	S

BEAST				
NAME	PG	STR	RANK	SIZE
mohawker	149	214	A	S
moosifer	150	221	A	S
marquis de léon	146	227	A	M
Dorsal Fiend	119	231	A	M
atlas	103	240	S	M
don mole	119	247	S	S
night clubber	153	249	S	S
dhoulmagus	117	264	S	S
teeny sanguini XY	171	269	S	S
Aquarion	102	294	X	L

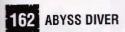
NAME	PG	STR	RANK	SIZE
bag o' laughs	103	5	F	S
mud mannequin	151	12	F	S
wax murderer	174	20	F	S
frostburn	127	27	Ŧ	S
spitnik	169	32	F	S
cheeky tiki	111	39	E	S
rackbomb	161	46	E	S
dancing flame	115	53	Ε	S
dingaling	118	60	Ε	S
goodybag	130	67	E	S
cannibox	109	73	D	S
shadow	164	80	D	S
anchorman	101	87	D	S
gold galem	130	95	Đ	S
mecha-mynah	146	102	D	S
firn fiend	125	109	D	S
goodybag X	130	116	C	S
puppeteer	158	121	C	5
king kelp	142	128	C	S
malevolamp	145	135	C	s
hunter mech	138	142	C	S
galem	130	149	C	S
magmalice	145	165	В	S
jum	140	173	8	S
mimic	148	181	В	S
living statue	144	198	Α	S
killing machine	141	205	А	S
balhib	104	208	Α	S
boe	107	215	Α	S
mum	151	222	Α	S
boh	107	228	Α	S
trap box	172	241	S	S
overkilling machine	156	248	S	S
mumboh-jumboe	151	255	S	S
ruin	162	265	S	L
goodybag XY	131	270	S	S
psaro	158	275	Х	M
trauminator	172	282	Х	M
Sagittar	162	287	Х	1

NAME	PG	STR	RANK	
dracky	119	6	F	S
lips	144	13	F	S
winky	176	21	F	S
conklave	113	28	F	S
see urchin	164	33	F	S
heedoovoodoo	137	40	E	S
frogface	126	47	E	S
headhunter	136	54	Ε	S
lump wizard	144	61	E	S
imp	139	68	E	S
dancing devil	115	74	D	5
dessert demon	117	81	D	S
lesser demon	143	88	0	S
cross eye	114	96	D	S
silvapithecus	165	103	D	S
wrecktor	176	110	D	S
conklave X	113	117	C	S
dangler fish	115	122	C	S
great dracky	132	129	С	S
octavian sentry	155	136	C	\$
robbin' huddle	160	143	C	S
erazor blade	123	150	C	S
gryphon	135	155	C	S
lethal armour	143	166	В	S
fallen priest	124	174	В	S

DEMON				
NAME	PG	STR	RANK	SIZE
archdemon	102	182	В	S
boss troll	108	189	В	M
jamirus	139	190	В	S
demon-at-arms	116	199	Α	S
dhuran	117	206	Α	S
conkettes	112	209	Α	S
gracos	131	216	Α	S
Mortella	150	218	Α	M
gemon	129	223	A	M
belial	105	229	A	S
bazuzu	156	232	Α	S
robbin' hood	160	242	S	S
murdaw	152	256	S	S
baramos	104	257	S	S
hargon	136	258	S	S
malroth	145	259	S	M
conklave XY	113	271	S	S
prince o' thieves	158	276	Х	S
politicania	458	202	v	.0

UNDEAD			TEST	8.0
NAME	PG	STR	HANK	SIZE
ghost	129	7	F	ŝ
stump chump	170	14	F	S
funghoul	127	22	F	S
muddy hand	151	29	F	S
firespirit	125	34	F	S
drahl drane	122	41	Ε	S
mummy boy	152	48	Ε	S
demonrider	116	55	E	S
skipper	166	69	E	S
hellhound	138	75	D	S
flyguy	126	82	D	S
hyper heyedra	138	89	D	S
skeleton	165	97	D	S
phantom fencer	157	104	D	S
bona constrictor	107	123	C	S
walking corpse	173	130	C	S
restless armour	159	137	C	S
heyedra	138	144	C	S
skeleton X	166	159	В	S
phantom swordsman	157	167	В	S
skeleton soldier	166	168	В	S
grim rider	134	175	В	S
soulspawn	169	176	В	S
cross bones	114	183	8	S
tright knight	126	191	В	S
wallin' weed	173	200	Α	S
Exorsus	124	207	A	M
night knight	153	210	A	S
tortured soul	171	217	Α	S
roseguardin	161	224	Α	S
bone baron	107	230	Α	S
dierantula	118	233	Α	full.
dullahan	123	243	S	S
wight king	175	250	S	S
Captain Crow	110	260	S	S
skeletan XY	166	272	S	S
Dr Snapped	119	283	X	M

???				
NAME	PG	STR	RANK	SIZE
nimzo	153	277	Х	М
zoma	177	284	Х	S
mortamor	150	288	X	M
orgodemir	155	290	X	M
rhapthorne (Small version)	159	293	Х	S
rhapthorne (Big version)	159	296	X	L
wulfspade	176	299	222	S
hawkhart	136	300	???	S
cluboon	112	301	???	S
diamagon	117	302	222	S
wulfspade ace	177	303	227	S
hawkhart ace	136	304	222	S
cluboon ace	112	305	777	S
diamagon ace	118	306	777	S
Ace of Spades	101	307	727	S
Wildcard	175	308	727	S



MONSTER FAMILY RANK





EQUIPMENT MAX STATS 890 100 670 670 520

100

**CRACK & ZAP** 

43

#### TRAITS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

CRAFTY CONFUSER

Reduces enemies: resistance to confusion. Has no effect on enemies who are impervious to confusion

	ANCES						- Huntil
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Grack	-	Fire Breath	-	Gobstopper		Sap	-
Zap	-	Ice Breath	-	Ban Dance		Decelerate	
Zam	_	Whack	-	Confusion	-	Dim	
-	10000000	Domin	580	Insction		Manical Sabotane	-

HOW TO 08	TAIN
SCOUT	
SYNTHESIZE	(Lineage)seasaur x hades condor; (general - examples) gasbagon x barracuda; seasaur x yabby
EVENT	

### 307 ACE OF SPADES

??? MONSTER FAMILY S RANK

EQUIPMENT MAX STATS 650 800 870 730

104 CURSADER

10

27

TRAITS

1

179

HIT SQUAD (2 ATTACKS)

750

Monster can launch multiple attacks in succession

ZAMMEISTER

Boosts Zam-type magic effects while decreasing MP consumption.

	ANCES						
Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	-
Weesh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	_	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	Vulnerable	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	Heals	Whack	Immune	Confusion	=	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	-
SYNTHESIZE	wulfspade ace x leopold
EVENT	_



#### 252 ALABAST DRAGON

MONSTER FAMILY
S RANK







MAX STATS EQUIPMENT 1280 680 960 1000

780 860 CLERIC

115

**PSYCHO** 

Allows monsters to psyche up in battle.

BIG HITTER

16

Increases damage dealt by attacks, skills and abilities.

#### CRAFTY FIRE BREATHER

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESIST	ANCES						
Frizz	_	Donk	_	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	Immune
Weash	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Heals	ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	_	Dazzle	Vulnerable	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) mechan-o'-worm x drakulard
EVENT	After 200 communication battles, every 10 communication battles offer a reward. There is a small chance of alabast dragon being the reward.

MAX STATS

**ANCHORMAN** 

EQUIPMENT

MONSTER FAMILY

600

270

600

860

220

340





MATERIALIST



128

184

**CRAFTY SAPPER** 

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to

RESIST	ANCES						
Frizz	-	Donk	Immune	Poison		Paralysis	-
Bang		Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	toe Breath		Ban Dance	_	Decelerate	-
Zam	-	Whack		Confusion	1/20	Dim	-
Sizz	_	Dazzle	_	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) dingaling x Demon Family
EVENT	
	RAGON QUEST MONSTERS-JOKER



SYNTHESIZE (examples) rubble slime x hyper heyedra; rubble slime x dancing flame



Frizz	-	Donk	_	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	Immune	Sleep	Immune
Woesh	1-	Blade Blunter	-	Fizzle	_	Sag	Immune
Crack	_	Fire Breath	1-	Gobstopper	Vulnerable	Sap	-
Zap	1-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam .	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzie	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Four body) megalodon x gracos x trode x rhapthorne II
EVENT	





	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	-
Waash	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	loe Breath	_	Ban Dance	-	Decelerate	-
Zam		Whack	Immune	Confusion	-	Dim	-
Sizz		Dazzle		Inaction	-	Magicai Sabotage	-

SCOUT	Necropolis (night)				
SYNTHESIZE	(Lineage) dessert demon x notso macho; dessert demon x moosifier. (general - examples) lessert demon x dark silme; lethal armour x dancing flame				
EVENT					

### 24 ARGON LIZARD

MONSTER FAMILY F RANK





MAX STATS EQUIPMENT 600 100 Attack 460 320 340

100 TOXIFIER 95

TRAITS

**ESCAPE ARTIST** 

Monster will always be able to flee from a battle.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Grack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	_
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	-

#### SCOUT SYNTHESIZE (examples) dragonthorn x weedle; komodo x funghoul



M RANK





District Control	CONTROL CO.	someonocomon such	CONTRACTOR CONTRACTOR	
MAX STAT	S	EQUIPMENT	г	Transfer II
HP	1500	0	0/	C
MP	380			
Attack	610	V	0	m
Defense	1000			
Agility	530	0	SKILL	
Wisdom	450		DIABOLIS	T

TRAITS

18

HOPEFUL HITTER

Attacks often miss the mark, but can deliver critical hits.

BIG HITTER

16 Increases damage dealt by attacks, skills and abilities.

123

TACTICAL GENIUS

Monster will carry out an action 3 times in a row when not given specific orders.

RESISTANCES							
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woesh	-	Blade Blunter	-	Fizzle		Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-:-	Decelerate	-
Zam	_	Whack	Immune	Confusion	50% Resist	Dim	-
Sizz	-	Dazzie	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) gigantes x gardua; gigantes x moosifier
EVENT	_



CRAFTY GOBSTOPPER 177 Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	+
Woosh	Immune	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	_
Zam	-	Whack	-	Confusion	-	Dim	Immune
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) komodo x ghost; slime x dracky
EVENT	Possible starting Monster.



RESIST	ANCES						
Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	
Woosh	-	Blade Blunter.	-	Fizzle	Vuinerable	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	Townson !	Dim	-
Sizz	-	Dazzie	_	Inaction	_	Magical Sabotage	-

	IAIN DESCRIPTION OF THE PROPERTY OF THE PROPER
SCOUT	Doubtback (Night, bag dropped by satyr); Iceolation (Day, bag dropped by hammerhood)
SYNTHESIZE	(examples) komodo x bad egg; platypunk x stump chump
EVENT	Possible starting Monster
	RAGONQUEST MONSTERS-JOKOP



EQUIPMENT

Reduces enemies' resistance to all spells, abilities, and status allments.

Abiliterator

Riade Riuntes

Fire Breath

MONSTER FAMILY

910

200

870

980

MAX STATS

GOLD GETTER

CRAFTY DEVIL

Bang

Woosh

Crack







460 500 TRAITS

this trait, this percentage will increase

The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess

Drain Magic

Gobstopper

Fizzle

Immune

Paralysis

Sleep

Sag

Sap

103

70

188

TRAITS HIT SQUAD

MAX STATS

10 Monster can launch multiple attacks in succession (4 attacks)

**BARAMOS** 

EQUIPMENT

MONSTER FAMILY

730

900

620

620

670

930

SIZZMEISTER Boosts Sizz-type magic effects while decreasing

FRIZZMEISTER

22 Boosts Frizz-type magic effects while decreasing MP consumption.

TACTICAL TROOPER

Monster will carry out an action once or twice in a row when not given specific orders.

49

	TANCES						
Frizz	Immune	Donk		Poison	-	Paralysis	-
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack	1-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	Vulnerable	Inaction	-	Magical Sabotage	-

FRIZZ & SIZZ

Sizz -		Dazzle	Vulnerable	Inaction	1-	Magical Sabotage	-
HOW TO D	BTAIN						
SCOUT	-						
SYNTHESIZE	(Linea	ge) hargon x	gemon				DESCRIPTION OF THE PERSON OF T
EVENT							

#### Zap Ice Breath Ban Dance Decelerate Zam Whack Confusion Sizz Dazzle Inaction Magical Sabotage SYNTHESIZE (Four Body) gold golem x firn fiend x golem x magmalice EVENT After 100 communication battles, a balhib appears in the holding pen



C RANK

TAT	S	EQUIPME	NT
	500	0	0/
	350	60	
	520	N	0
	430	D V	20 0
	470	0	SKILL
nn	150	2	DANIC O CI



TRAITS

MAX S

EARLY BIRD

Monster will attack first in battle.

Monster can occasionally become excessively timid

0

CRAFTY INACTIVIST

180

Reduces enemies' resistance to missing a turn Has no effect on enemies who are reistant to missing a turn

RESIS	TANCES							ı
Frizz	_	Donk	-	Poison	-	Paralysis	-	1
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-	1
Woosh	0 -	Blade Blunter	-	Fizzie		Sag	Immune	1
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-	1
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Immune	1
Zam	_	Whack	-	Confusion	-	Dim	-	1
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-	1

HOW TO OF	
SCOUT	Unshore
SYNTHESIZE	(examples) paws x noble gasbagon; paws x dancing flame
EVENT	

102

3

25

23



MONSTER FAMILY

580

220

B RANK



MAX STATS FOLLOWENT 690 240 Attack 780 820

HIVE MIND 127

Wisdon TRAITS

Agility

PSYCHO 3 Allows monsters to psyche up in battle

CRAFTY ABILITERATOR

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

Frizz Vulnerable Donk Poison Paralysis Bang Abiliterator Immune Drain Magic Sleep Immune Blade Blunter Sag Sap Fire Breath Gobstopper Crack Zap Ice Breath Ban Dance Decelerate Zam Magical Sabotage Sizz Dazzie Inaction

SCOUT SYNTHESIZE (examples) yabby x cyber slime; yabby x dancing flame

### 239 BEETLEBULLY

MONSTER FAMILY

MAX STATS EQUIPMENT 940 470 Attack 920 999

680 480 **BOUNTY HUNTER** 

**PSYCHO** Allows monsters to psyche up in battle.

TRAITS

168



HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) beetleboy x metal king slime
EVENT	

### **BEHEMOTH SLIME**

EQUIPMENT

MONSTER FAMILY DE RANK

800

280

470

530

120

180

MAX STATS

MP

Attack

Defense

Agility









TRAITS **PSYCHO** 3

Allows monsters to psyche up in battle

DESPERADO 29 Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES								
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	Vulerable	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	_	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	Immune	Confusion	-	Dim	-	
Sizz	_	Dazzle		Inaction	-	Magical Sabotage	_	

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) angel slime x skeleton; angel slime x dancing flame
EVENT	

### BELIAL MONSTER FAMILY

TRAITS BANGMEISTER

EQUIPMENT MAX STATS 770 MP 410 Atlack 790 710

390 450 Wisdom BANG & ZAM

Boosts Bang-type magic effects while decreasing MP consumption, TACTICAL TROOPER 49 Monster will carry out an action once or twice in a row when not given specific orders.

RESIST							
Frizz	-	Donk	-	Poison	-	Paralysis	_
Bang	Heals	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Vulnerable	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz		Dazzla	220000	Inaction	-	Manical Sabotane	_

HOW TO DE	ITAIN
SCOUT	
SYNTHESIZE	(Lineage) archdemon x great dragon; archdemon x atlas; archdemon x gold golem; archdemon x dessert demon
EVENT	
	RAGONQUEST MONSTERS-JOKER

Zam

Sizz

SCOUT

EVENT

Sizz

SCOUT

Immune

Dazzle

SYNTHESIZE (Lineage) great dragon x bone baron

Whack

SYNTHESIZE (Lineage) she-slime x behemoth slime



Confusion

Dim

Magical Sabotage



Frizz	-	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic		Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzie	_	Sag	-
Crack	_	Fire Breath	-	Gobstopper	Vulnerable	Sap	
Zap	Immune	Ice Breath	-	Ban Dance		Decelerate	1-
Zam	-	Whack	Immune	Confusion	Immune	Dîm	-
Sizz	-	Dazzie	2	Inaction	Immune	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	Iceolation
SYNTHESIZE	
EVENT	



MONSTER	DKIN ARCH	RANK SIZE	
MAX STATS	EQUIPMENT		
HP 630 MP 460	7	7 & ~	
Attack 560	0 10	× / ///	
Detense 630			
Agility 460	0 / 5	KILL	SALE PROPERTY OF THE PARTY OF T
Wisdom 340	20 V F	ORTIFIER	

Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESISTANCES								
Frizz	-	Donk	-	Palson	_	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	_	Sleep		
Woosh	-	Blade Blunter	-	Fizzle	_	Sag		
Crack	-	Fire Breath	_	Gobstopper	_	Sap		
Zap	-	Ice Breath		Ban Dance	_	Decelerate	- 1	
Zam	Immune	Whack	Immune	Confusion	_	Dim	-	

Inaction

	Colored All Colored	SET STATE OF THE OWNER, SHOWING
	_	Frizz
	_	Bang
	-	Woosh
	_	Crack
	-	Zap
	_	Zam
	_	Sizz
_		

Magical Sabotage

RESISTANCES							
Frizz	-	Donk	-	Poison	Vulnerable	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	_	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

HOW TO DE	
SCOUT	Bemusoleum (raining)
SYNTHESIZE	(examples) weartiger x eveel; night emperor x firm fiend
EVENT	

21



TRAITS

RESISTANCES									
Frizz	-	Donk	_	Paison	-	Paralysis	_		
Bang	-	Abiliterator		Drain Magic	-	Sleep			
Woosh	-	Blade Blunter	Vulnerable	Fizzle	-	Sag	-		
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-		
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	_		
Zam	-	Whack	-	Confusion	Immune	Dim	-		
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-		

### SYNTHESIZE (Lineage) jum x Nature Family, mum x Nature Family; boh x Nature Family EVENT



400 280 HEALER

Boosts healing spell effects while decreasing MP consumption

HEALTH PROFESSIONAL

77

RESISTANCES		Total I	

Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	Vulnerable	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	loe Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

HOW TO OBTAIN				
SCOUT				
SYNTHESIZE	(Lineage) jum x Beast Family; boe x Beast Family; mum x Beast Family			
EVENT				



RESIST							
Frizz	-	Donk	-	Poison	= .	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Drack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Immune
Zam	-	Whack	-	Confusion	_	Dim	-
9/22	1-	Dazzle	Vuinerable	Inaction	_	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Unshore; Bemusoleum (clear, day)
SYNTHESIZE	(examples) phantom fencer x silvapithecus; stump chump x firn fiend
EVENT	



Magical Sabotage

Inaction

Sizz



TRAITS

ARTFUL DODGER

BIG HITTER

16

Doubles the chance of evading enemy attacks.

Increases damage dealt by attacks, skills and abilities

CRACKMEISTER

INTIMIDATING

start of a battle.

Can intimidate enemies and immobilise them at the

25 Boosts Crack-type magic effects while decreasing MP consumption.

RESIST	ANCES						
Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	Heals	Fire Breath	Vulnerable	Gobstopper	-	Sap	-
Zap	-	Ice Breath	Heals	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzle		Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) jargon x snowbird; ethereal sarpent x firn flend. (examples) great sabrecub x weakon beakon; komodo x drohl drone
EVENT	



EQUIPMENT

MONSTER FAMILY

470

500

550

500

480

600

D RANK





85

TRAITS

MAX STATS

CRAFTY DECELERATOR

185 Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

ENFEEBLER

RESISTANCES								
Frizz	-	Donk	-	Poison	-	Parallysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	Immune	Sap	Immune	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	-	Confusion	-	Dim	-	
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-	

HOW TO DB	TAIN
SCOUT	
SYNTHESIZE	(examples) spiked hare x mottle slime; spiked hare x dracky
EVENT	



Frizz Donk Paralysis Abiliterator Drain Magic Bang Sleep Immune Woosh Blade Blunter Fizzle Sag Fire Breath Gobstopper Sap Zap ice Breath Вал Палсе Decelerate Whack Confusion Bim Vulnerable Dazzle Immune Inaction Magical Sabotage

HOW TO OB	TAIN
SCOUT	Treepdiation (night)
SYNTHESIZE	(Lineage) diemon x gigantes; diemon x buffalogre; gigantes x buffalogre
EVENT	_

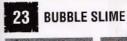


**PYSCHO** 3 Allows monsters to psyche up in battle TALENT SCOUT 43

Scout gauge can be boosted when a show of strength is launched.

RESISTANCES								
Frizz	4	Donk	_	Poison	-	Paralysis	1-	
Bang	-	Abiliterator	_	Drain Magic	Immune	Sleep	-	
Waosh	-	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate		
Zam	122	Whack	-	Contusion	-	Dim	-	
Sizz	Immune	Dazzle	_	Inaction	_	Magical Sabotage	-	

HOW TO OB	FAIN.
SCOUT	
SYNTHESIZE	(Lineage) hammerhood x Nature Family
EVENT	÷



MONSTER FAMILY F RANK



340

SLIMER

120

POISONOUS

TRAITS

Monster may inflict poison on enemies upon being attacked.

EQUIPMENT

CRAFTY POISONER Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

Paralysis Donk Poison Immune Abiliterator Drain Magic Sleep Bano Sag Fizzle Woosh Blade Blunter Fire Breath Gobstopper Sap Crack Decelerate Ice Breath Zap Dim Confusion Zarr Whack Vulnerable Magical Sabotage Inaction Sizz

SYNTHESIZE (examples) weedle x stump chump; slime x funghoul

### 204 BUFFALOGRE

\*MONSTER FAMILY

940

100

860

900

620

380

FOLHPMENT





118

3

177

TRAITS

MAX STATS

**PSYCHO** 

13

174

Allows monsters to psyche up in battle

CRAFTY GOBSTOPPER

Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

BERSERKER

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) gigantes x drakularge; dancing flame x gigantes
EVENT	

## BULLFINCH

MONSTER FAMILY







460 310 370 560 440 420 109 TOUGHIE

TRAITS

MAY STATS

COUNTERSTRIKER

EQUIPMENT

Monster may launch a counter-attack when attacked

182 **CRAFTY SLEEPER** 

Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESIST	ANCES						
Erizz		Donk	2	Paison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	Vulnerable
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	-
SYNTHESIZE	(examples) chimera x drohl drone; swarmtroopers x frogface
EVENT	

### 73 CANNIBOX

TRAITS

this chance will increase further.

12







96

29

MAX STATS		EQUIPMEN	EQUIPMENT					
HP	600	0 1	0	2				
MP	340		U					
Attack	540	0	Ch.	m				
Detense	570	0		1550				
Agility	460	0	SKILL		WINES!			
Wisdom	160	2 ~	FEAR-MO	INGER				
Section 1		Ship Smill As	INVESTMENTS.					

DESPERADO

Increases the chance of landing a critical hit when HP is extremely low.

71 The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait,

RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Vulnerable	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	1	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz		Dazzle	-	Inaction		Magical Sabotage	-

ном то ов	TAIN
SCOUT	Bemusoleum
SYNTHESIZE	(Lineage) goodybag x goodybag (at least one must be level 19 or lower); (examples) dancing flame x imp; spitnik x imp
EVENT	
	PARCHQUEST MONSTERS-JOKEP



Monster can launch multiple attacks in succession, (2 attacks)

CLOSE SCRAPER

**GRAND SLAMMER** 

Attacks strike all enemies and damage dealt by skills and abilities increases.

260 CAPTAIN CROW

MONSTER FAMILY S RANK

870

700

800

880

820

420

Allows monsters to psyche up in battle.

Can increase tension of all allies at the start of a battle.

EQUIPMENT

MAX STATS

TRAITS

**PSYCHO** 

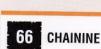
RABBLE ROUSER

42

Enables monster to survive fatal damage with 1HP

RESIST	TANCES						
Frizz	Reflect	Donk	-	Poison	Immune	Paralysis	Immune
Bang	Reflect	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	Reflect	Blade Blunter	-	Fizzle	-	Sag	-
Crack	Reflect	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Reflect	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	_
Sizz	Reflect	Dazzle	-	Inaction	Immune	Magical Sabotage	

HOW TO DE	<b>YTAIN</b>
SCOUT	
SYNTHESIZE	(four-body) slime x crabid x ruin x gem slime
EVENT	
THE RESIDENCE OF THE PARTY OF T	A CONTRACT OF THE PARTY OF THE



MONSTER FAMILY

EQUIPMENT

SABOTEUR

Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter

Poison

Fizzle

Drain Magic

Gobstopper

Ban Dance

Confusion

Inaction

S

340

450

420

480

380

500

CRAFTY BLADE BLUNTER

Vulnerable Donk

Frizz

Bano

Woosh

Crack

Zap

Zam

Sizz

SCOUT

Can increase tension of all allies at the start of a battle.

Abiliterator

Fire Breath

Ice Breath

Whack

Dazzle

Possible starting monster

Blade Blunter

SYNTHESIZE (examples) swarmtroopers x komodo; dracky x stump chump

MAX STATS EQUIPMENT







118

10

Paralysis

Sleen

Sag

Sap

Dim

Decelerate

Magical Sabotage

63

169

Immune

147

63

TRAITS HIT SQUAD

Monster can launch multiple attacks in succession

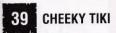
	FANCES						
Frizz	-	Donk	_	Poison	_	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	_	Sap	
Zap	-	Ice Breath	_	Ban Dance		Decelerate	
Zam	-	Whack	Immune	Confusion	Immune	Dim	
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	

CAPTAIN CROW

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	
EVENT	727

	TANCES			STEEL VEN		(With the last	Fig.(s)
Frizz	-	Donk	Immune	Poison	-	Paralysis	T
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	
Crack	_	Fire Breath	_	Gobstopper	_	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	
Zam:	-	Whack	_	Confusion	_	Dim	-
Sizz	-	Dazzle	Immune	Inaction	_	Magical Sabotage	_

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) snowbird x wild boarfish; mischlevous mole x jailcat
EVENT	_



MONSTER FAMILY E RANK

E RANK





119

173

TRAITS

CRAFTY DAZZLER

290

Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

TRICKSTER

RESIST	ANCES						
Frizz	Immune	Donk	_	Poison	-	Paralysis	-
Bang	Immune	Abiliterator	_	Drain Magic	-	Sleep	_
Woosh	_	Blade Blunter	_	Fizzle	-	Sag	-
Crack	Vulnerable	Fire Breath	_	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	_	Decelerate	_
Zam	_	Whack	_	Confusion	-	Dim	-
Sizz	Immune	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	HOW TO OBTAIN					
SCOUT	Treepdiation (night)					
SYNTHESIZE	(examples) spitnik x mental pitcher; weakon beakon x drohl drone					
EVENT						

## 44 CHIMAERA

MONSTER FAMILY RANK



Wisdom 410 CLEANSER 79
TRAITS
HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY DANCE BANNER

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

	ANCES		THE RESERVE			1 According to	-
Frizz	-	Donk	-	Poison		Paralysis	_
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Crack	-	Fire Breath	_	Gobstopper	_	Sap	_
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Vulnerable	Confusion	Immune	Dim	-
Sizz	_	Dazzle	_	Inaction		Magical Sabotage	-

HOW TO 08	HOW TO OBTAIN					
SCOUT	Doubtback (clear, day)					
SYNTHESIZE	(examples) great sabrecub x she-slime; swarmtroopers x drohl drone					
EVENT						



Defense 600
Agility 450
Wisdom 510

CLEANSER

79

TRAITS
HIT SQUAD

Monster can launch multiple attacks in succession. (2 attacks)

GIANT KILLER

34

Monster can deal heavy damage to L monsters.

RESIST	ANCES						
Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	-	Fire Breath	Vulnerable	Gobstopper	-	Sap	
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	
7000		Mhack	Immune	Confusion	0.55	Dim	Immune

Sizz -	-	Dazzle		Inaction	Immune	magical Saudiaye				
HOW TO	OBTAIN									
SCOUT	_	_								
SYNTHESIZ	E (Lir	eage) chimaer	a x chimaera (I	ooth must be at le	ast level 20)					
CVIENT										

# 268 CHIMAERA XY MONSTER FAMILY S RANK

MAX STATS

EQUIPMENT

HP 870
MP 720
Attack 800
Defense 850
Adulty 700

SKILL ÜBER HEALER 219

Wisdon

ARTFUL DODGER

HP is extremely low.

760

Doubles the chance of evading enemy attacks.

1 HIT SQUAD
acks. Monster can la

Monster can launch multiple attacks in succession (2 attacks)

10

DESPERADO 29
Increases the chance of landing a critical hit when

GIANT KILLER

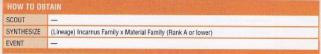
Monster can deal heavy damage to L monsters.

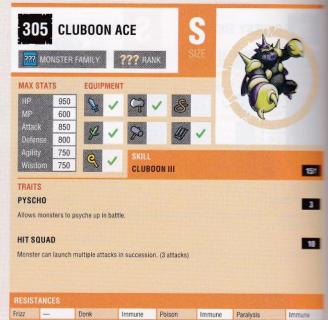
RESISTANCES								
Frizz	_	Donk	_	Poison	-	Paralysis	-	
Bang	_	Abiliterator	_	Drain Magic	-	Sleep		
Woosh	Immune	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	_	Fire Breath	Vulnerable	Gobstopper	_	Sap	Immune	
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	Immune	Confusion	-	Dim	Immune	
Sizz		Dazzle	_	Inaction	Immune	Magical Sabotage	-	

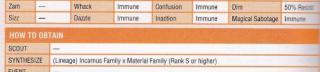
HOW TO OB	TAIN
SCOUT	_
SYNTHESIZE	(Lineage) chimaera X x chimaera X (both must be at least level 50)
EVENT	
	RAGONQUEST MONSTERS-JOKOR



RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	_
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	-	Fire Breath	_	Gobstopper	_	Sap	Immune
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	Vulnerable	Whack		Confusion	_	Dim	_
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	_







Gobstopper

Ban Dance

50% Resist Sag

Sap

50% Resis

50% Resis

50% Resis

Bang

Woosh

Crack

Zap

Abiliterator

Fire Breath

Ice Breath

50% Resist

Blade Blunter 50% Resist Fizzle



Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	Immune
Woosh	-	Blade Blunter	_	Fizzle	Vulnerable	Sag	_
Crack	-	Fire Breath	-	Gobstopper	_	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	22	Magical Sabotage	_

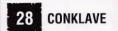
SYNTHESIZE (examples) firebird x beetleboy; merman x dark slime



Wisdom 610 CURE-AL	L 78
TRAITS	
PSYCHO 3	HIT SQUAD 10
Allows monsters to psyche up in battle.	Monster can launch multiple attacks in succession. (4 attacks)
COMEBACK KID 59	
Monster will have a slim chance of being revived after	

RESIST	ANCES						
Frizz	Immune	Donk	_	Poison	_	Paralysis	_
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	_
Woosh	Immune	Blade Blunter	_	Fizzle	_	Sag	_
Crack	-	Fire Breath	-	Gobstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	Immune	Decelerate	-
Zam	-	Whack	_	Confusion	_	Dim	_
Sizz	_	Dazzle	-	Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) conklave x Thornella; conklave x Mortella
EVENT	



MONSTER FAMILY

180









FOUIPMENT MAX STATS 400 220 480 350 640

FRIZZ & WOOSH 4

TRAITS

HIT SQUAD

Monster can launch multiple attacks in succession. (4 attacks)

TALENT SCOUT

Scout gauge can be boosted when a show of strength is launched.

Paralysis Vulnerable Frizz Donk Poison Abiliterator Drain Magic Sleep Sag Woosh Blade Blunter Sap Gobstopper Crack Fire Breath Zap Ice Breath Ban Dance Decelerate Immune Dim Whack Confusion Zam Magical Sabotage Sizz Dazzle Inaction

Treepidation (raining) SCOUL

(examples) winky x wax murderer; dracky x funghoul

EVENT

**CONKLAVE XY** 

MONSTER FAMILY S RANK







TRAITS

**PSYCHO** Allows monsters to psyche up in battle.

610

HIT SQUAD

ÜBER DARK DYNAMITER

10 Monster can launch multiple attacks in succession

TACTICAL TROOPER

49

Monster will carry out an action once or twice in a row when not given specific orders.

RESIST	ANCES						
Frizz	-	Donk		Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	_
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	Immune	Ice Breath	-	Ban Dance	-	Decelerate	Immune
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzie	Vulnerable	Inaction	_	Magical Sabotage	_

HOW TO OR	ITAIN
SCOUT	
SYNTHESIZE	(Lineage) conklave X x conklave X (both monsters must be level 50 or higher)
EVENT	

### 117 CONKLAVE X

MONSTER FAMILY





#### TRAITS

10

43

**EARLY BIRD** 

Monster will attack first in battle

46

FRIZZ & WOOSH

9 HIT SQUAD

Monster can launch multiple attacks in succession.

YELLOW-BELLY

Monster may occasionally become flustered and unable to act.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Vulnerable	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	_	Fire Breath	_	Gobstopper	-	Sap	_
Zap	Immune	Ice Breath	=	Ban Dance	-	Decelerate	Immune
Zam	_	Whack	-	Confusion	-	Dim	_
Sizz	-	Dazzle		Inaction	-	Magical Sabotage	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) conklave x conklave (both monsters must be at least level 20)
EVENT	_



MONSTER FAMILY

D RANK

MAX STAT	S	EQUIPMENT	r	EHSO DESCRIPTION
HP	560	0/	01	9
MP	200			
Attack	550	0	CX	m
Detense	880			THE Y
Agility	520	0	SKILL	W17807.55
		30.00	STREET, SQUARE, SA	

Wisdom 200 DEFENDER 81

#### TRAITS

214

CLOSE SCRAPER

Enables monster to survive fatal damage with 1HP.

RESIST	ANCES						
Frizz	Vulnerable	Donk	Immune	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	100
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath		Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	_	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	_

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) boring bug x snowmangler; swarmtroopers x night emperor
EVENT	
V	CONGRESS MONSTERS-JONGS

42



DESPERADO 29 Increases the chance of landing a critical hit when HP is extremely low.

183

Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to

RESISTANCES								
Frizz	-	Donk	_	Poison	_	Paralysis	_	
Bang	-	Abiliterator	Immune	Drain Magic	_	Sleep	-	
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	Immune	
Crack	-	Fire Breath	_	Gobstopper		Sap	_	
Zap	-	Ice Breath	-	Ban Dance		Decelerate	_	
Zam	_	Whack	-	Confusion	-	Dim	Immune	
Sizz	-	Dazzie	_	Inaction	_	Magical Sabotage	_	

HOW TO DE	
SCOUT	
SYNTHESIZE	(examples) soulspawn x jum; bona constrictor x mimic
EVENT	



HIT SQUAD 10 Monster can launch multiple attacks in succession. (4 attacks)

65

14

LATE RISER Monster may occasionally fall asleep at the start of battle.

RESIST	ANCES						
Frizz		Donk	_	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Crack	Immune	Fire Breath	_	Gobstopper	_	Sap	_
Zap	_	Ice Breath	Immune	Ban Dance	-	Decelerate	_
Zam	-	Whack	-	Confusion	-	Dim	_
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

HOW TO DE	
SCOUT	_
SYNTHESIZE	(examples) lesser demon x crabid; lesser demon x dancing flame
EVENT	



**HEALTH PROFESSIONAL** Boosts healing spell effects while decreasing MP consumption.

CRAFTY MAGIC DRAINER 175

Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to Drain Magic.

RESIST	ANCES						
Frizz	-	Donk	_	Poison	_	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	_
Woosh	_	Blade Blunter		Fizzle	Immune	Sag	_
Crack	-	Fire Breath	_	Gobstopper	-	Sap	_
Zap	-	Ice Breath		Ban Dance	-	Decelerate	_
Zam	-	Whack	Immune	Confusion	_	Dim	_
Sizz	-	Dazzle	_	Inaction	_	Magical Sabotage	Immune

SCOUT	Unshore
SYNTHESIZE	(Lineage) healslime x beshemoth slime; (examples) angel silme x paws; angel slime x merman-
EVENT	_



PARALYSING Monster may inflict paralysis on enemies upon being attacked.

71 The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait.

Frizz Dank Poison Paralysis Bang Abiliterator Drain Magic Sleep Woosh Blade Blunter Fizzle Sag Crack Fire Breath Gobstopper Sap Immune Zap Ice Breath Ban Dance Immune Decelerate Zam Whack Confusion Dim Sizz Dazzle Magical Sabotage

HOW TO DE	TAIN
SCOUT	Bernusoleum (day)
SYNTHESIZE	(examples) cureslime x heyedra; angel slime x barracuda
EVENT	_

22

160

### 74. DANCING DEVIL

EQUIPMENT

MONSTER FAMILY D RANK

480

590

280

620

610

610

MAX STATS











DANCER

TRAITS

62 HECKLING HECTOR

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

167 CRAFTY DONKER

Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	Immune	Sleep	100
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	-

#### SCOUT Cragravation (clear) SYNTHESIZE (examples) imp x chainine; dracky x imp EVENT

## DANCING FLAME

MONSTER FAMILY







FRIZZMEISTER Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY FRIZZER Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to

RESIST	ANCES						
Frizz	Heals	Donk	-	Poison		Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	Vulnerable	Fire Breath	Heals	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

HOW TO OBTAIN						
SCOUT	Cragravation (clear); Necropolis (night)					
SYNTHESIZE	(Lineage) frostburn x spitnik; frostburn x firespirit; (examples) spitnik x wild slime; spitnik x frogface					
EVENT						



520 370 Visdo 630 SIZZ & ZAM

28 SIZZMEISTER

Boosts Sizz-type magic effects while decreasing MP consumption.

CRAFTY PARALYSER 181 Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

RESIST	ANCES						
Frizz	_	Donk	-	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Drack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	Immune	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	Immune
Sizz	_	Dazzle	Immune	Inaction	-	Magical Sabotage	-

HOW TO OBTAIN					
SCOUT	Unshore				
SYNTHESIZE	(exmples) wrecktor x khalamari kid; lesser demon x bodkin archer				
EVENT					

#### **DARK SLIME** MONSTER FAMILY

530

680

HECKLING HECTOR

FOHIPMENT

10000		
-	9	1
S		*
-	722	



62

TRAITS 7AMMEIS	TED					
Wisdom	900	9	~	SKILL MUSPELL		105
Agility	680	B000000		W-777YV		A CHARLES AND A STATE OF THE ST
Defense	630	0	~			
Attack	510	12		8	m	
BIMENONS STREET,						

Boosts Zam-type magic effects while decreasing MP consumption.

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	_
Zap	Vulnerable	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Heals	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzie	-	Inaction	-	Magical Sabotage	-

SCOUT	Cragravation (clear, night); Necropolis
SYNTHESIZE	(examples) magic slime x gryphon; angel slime x skelecton soldier
EVENT	
1	WANSTENS JOHN



RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	Immune	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper		Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	_
Zam	Immune	Whack		Confusion		Dim	-
Sizz		Dazzle	_	Inaction	_	Magical Sabotage	25

Boosts Zam-type magic effects while decreasing MP consumption.

HOW TO DB	
SCOUT	Necropolis (day)
SYNTHESIZE	(examples) rotten egg x soulspawn; angel slime x mimic
EVENT	



RESIST	ANCES						
Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	-	Sag	_
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	-
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	-	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN					
SCOUT					
SYNTHESIZE	(four-body) beshemoth slime x beshomoth slime x king cureslime x metal king slime				
EVENT					



RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic		Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	Vulnerable
Crack	-	Fire Breath	-	Gobstopper		Sap	_
Zap	_	Ice Breath	- 3	Ban Dance	_	Decelerate	_
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	_

Monster can launch multiple attacks in succession. (2 attacks)

SCOUT	Necropolis
SYNTHESIZE	(examples) archdemon x pink sanguini; lesser demon x dark slime
EVENT	- PARTY TO THE THE PROPERTY OF THE SECOND STATES OF



CRAFTY SAGGER	183
Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.	

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	_	Fire Breath		Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	_
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) skelegon x Demon Family
EVENT	







BOLSTERER



TRAITS

IMPOSING

CRITICAL MASSACRE

380

580

550

260

320

Doubles the chance of landing a critical hit.

Frizz	_	Donk	Vulnerable	Poison	-	Paralysis	-
Bang	1-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack		Confusion	-	Dim	-
Sizz	_	Dazzle	Immune	Inaction	-	Magical Sabotage	-

HOW TO DE	ITAIN
SCOUT	-
SYNTHESIZE	(Lineage) imp x dancing devil; (examples) imp x shadow; dancing devil x dancing flame
EVENT	_



PMEN	IT	
	9	& <
~	80 ~	W

DHOULMAGUS



141

27

3

63

TRAITS **PSYCHO** 

91

5

67

MAX STATS

700

860 690

840

710

990

Allows monsters to psyche up in battle.

3 HIT SQUAD Monster can launch multiple attacks in succession. (2 attacks)

ZAMMEISTER

COUNTERSTRIKER

Monster may launch a counter-attack when attacked.

Boosts Zam-type magic effects while decreasing

Poison Paralysis Frizz Donk Drain Magic Sleep Bang Vulnerable Abiliterator Fizzle Sag Woosh Immune Gobstopper Sap Fire Breath Crack Decelerate Ice Breath Ban Dance Whack Immune Dim Zam Magical Sabotage Inaction Dazzle

HOW TO 08	ITAIN
SCOUT	
SYNTHESIZE	(Lineage) alabast dragon x psaro; alabast dragaon x estark
EVENT	



IIIIAA OTAL							
HP	740	0	J	(2)	2		AV
MP	600		*			7	
Attack	800	M	.,	C	m		
Defense	660	1	~				
Agility	650	0	,	SKILL			Page 1
Wisdom	610	2	V	REAPER			112
TRAITE							
TRAITS							

10 HIT SOUAD Monster can launch multiple attacks in succession. (2 attacks)

The monster's imposing presence can immobi	lise enemies at the start	of a battle.	

RESIST	RESISTANCES								
Frizz	-	Donk	-	Poison	-	Paralysis	-		
Bang	-	Abiliterator	-	Drain Magic		Sleep	-		
Woosh	Immune	Blade Blunter	-	Fizzle	-	Sag	Immune		
Crack	-	Fire Breath	-	Gobstopper	-	Sap			
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-		
Zam	-	Whack	-	Confusion	-	Dim	-		
Sizz	<u> </u>	Dazzle	Immune	Inaction	-	Magical Sabotage	-		

HOW TO DE	ITAIN
SCOUT	_
SYNTHESIZE	(examples) demon-at-arms x living statue; demon-at-arms x dancing flame
EVENT	

302	DIAMAGO	N
	ESCHOLOGICA CONTRACTOR	100000

		BUADWINE S		
IAX STAT	S	EQUIPME	NT	
HP	730	0	0 1	2
MP	330			
Attack	670	N	CX	m
Detense	720	<b>*</b>	9	
Agility	440	0	SKILL	
HP MP Attack	730 330 670 720	\$ v	SKILL	8

Can increase tension of all allies at the start of a battle.



TRAITS	
PSYCHO	
Allows monsters to psyche up in battle.	
RABBLE ROUSER	

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	_
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	_	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	-	Confusion	_	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	-

HOW TO 08	TAIN
SCOUT	
SYNTHESIZE	Incarnus Family x Beast Family (Rank A or lower)
EVENT	_
	RAGONQUEST MONSTERS-JOKER

SCOUT

Sizz

**HOW TO OBTAIN** 

Dazzle





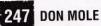
SYNTHESIZE (Four-body) winky x winky x winky x winky



Inaction

6	0	DIN	IGALING	3		8		
	MO	NSTER	FAMILY	E RAN	and Co	IZE		
MAX	STAT	S	EQUIPMEN	NT				
HP		440		0	2			
MP		380						
Attac	k	390	21	S	m	./		
Defe		660			184			
Agilit		520	0	SKILL				
Wisd	om	420	N V	MATE	RIALIST			
CRAF	USIN ntuse TY D	ONKEI	s when attackin		c. Has no effect	on enemies	who are impervious to	
CONF Can con CRAF Reduce	USIN ntuse TY D s ene ype m	enemie: ONKEI mies' re agic,	s when attackin		c. Has no effect	on enemies	who are impervious to	
CONF Can con CRAF Reduce Donk-ty	USIN ntuse TY D s ene ype m	enemie: ONKEI mies' re agic,	s when attackin		o. Has no effect	on enemies	who are impervious to Paralysis	
CONF Can con CRAF Reduce Donk-ty RESIST	USIN nfuse TY D s ene ype m	enemie: ONKEI mies' re agic,	s when attacking  R sistance to Don	k-type magli		on enemies		
CONF Can con CRAF Reduce Donk-ty RESIST Frizz Bang Woosh	USIN nfuse TY D s ene ype m	enemie: ONKEI mies' re agic,	s when attacking  R sistance to Don	k-type magli	Poison	on enemies	Paralysis	
CONF Can con CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack	TY D s ene	enemie: ONKEI mies' re agic,	Blade Blunter Fire Breath	k-type magli	Poison Drain Magic	on enemies	Paralysis Sleep	
CONF Can con CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack Zap	TY D s ene ype m	enemie: ONKEI mies' re agic,	Donk Abiliterator Blade Blunter Fire Breath loe Breath	k-type magli	Poison Drain Magic Fizzle Gobstopper Ban Dance	-  -  -  -  -	Paralysis Sleep Sag Sap Decelerate	
CONF Can col CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack Zap	TY D s ene rype m	enemie: ONKEI mies' re agic,	Swhen attacking  Sistance to Don  Donk  Abiliterator  Blade Blunter  Fire Breath  loe Breath  Whack	k-type magli	Poison Drain Magic Fizzle Gobstopper Ban Dance Confusion	on enemies i	Paralysis Sleep Sag Sap Decelerate	
CONF Can con CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack Zap	TY D s ene ype m	enemie: ONKEI mies' re agic,	Donk Abiliterator Blade Blunter Fire Breath loe Breath	Immune	Poison Drain Magic Fizzle Gobstopper Ban Dance	-  -  -  -  -	Paralysis Sleep Sag Sap Decelerate	
CONF Can col CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack Zap	ANC	ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI	Swhen attacking  Sistance to Don  Donk  Abiliterator  Blade Blunter  Fire Breath  loe Breath  Whack	Immune	Poison Drain Magic Fizzle Gobstopper Ban Dance Confusion	-  -  -  -  -	Paralysis Sleep Sag Sap Decelerate	
CONF Can col CRAF Reduce Donk-ty RESIST Frizz Bang Woosh Crack Zap Zam Sizz	ANC	ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI ONKEI	Swhen attacking  Sistance to Don  Donk  Abiliterator  Blade Blunter  Fire Breath  loe Breath  Whack	Immune	Poison Drain Magic Fizzle Gobstopper Ban Dance Confusion	-  -  -  -  -	Paralysis Sleep Sag Sap Decelerate	

Magical Sabotage



MONSTER FAMILY S RANK



EQUIPMENT MAX STATS 900 560 Attack 850

940 460 500

MIME

118

TRAITS

COUNTERSTRIKER

Monster may launch a counter-attack when attacked.

**DEADLY TOUCH** 

Can send an attacked enemy to the hereafter.

RESIST	RESISTANCES								
Fri2Z	1-	Donk	_	Poison	-	Paralysis	-		
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	-		
Woosh	_	Blade Blunter	_	Fizzle	-	Sag	-	_	
Crack	_	Fire Breath	_	Gobstopper	-	Sap	-		
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	_		
Zam	_	Whack	_	Confusion	Vulnerable	Dim	-		
Sizz	_	Dazzle	_	Inaction	Immune	Magical Sabotage			

HOW TO 08	TAIN
SCOUT	_
SYNTHESIZE	(Faur-body) mischievous mole x miscievous mole x night clubber x night clubber
EVENT	

### 231 DORSAL FIEND

\* MONSTER FAMILY

A RANK

		NU CONTRACTO	-	STREET, SQUARE,	400
MAX STAT	rs	EQUIP	MENT		
HP	1060	0	1	0 1	S
MP	590	200			
Attack	810	N		S	In
Defense	740				1530
Agility	950	0	,	SKILL	
Wisdom	840	2	~	DORSAL	FIEND

TRAITS

**BIG HITTER** 

12

39

Increases damage dealt by attacks, skills and abilities.

WOOSHMEISTER MP consumption.

24 Boosts Woosh-type magic effects while decreasing

159

CRAFTY WHACKER

Reduces enemies' resistance to Whack-type magic. Has no effect on enemies who are impervious to Whack-type magic.

RESIST	ANCES					Marijai Palas X.	
Frizz	-	Donk	_	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	Vulnerable
Crack	_	Fire Breath	-	Gobstopper		Sap	-
Zap	_	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

172

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Lineage) gracos x Dual Duellers; gracos x Thornella; gracos x Mortella; gracos x Exorsus
EVENT	







152

DR SNAPPED

HIT SQUAD

750

10 Monster can launch multiple attacks in succession.

POISONOUS

13

Monster may inflict poison on enemies upon being

**BIG HITTER** Increases damage dealt by attacks, skills and abilities.

CONFUSING TOUCH

37 Can confuse enemies when attacking.

Agility	600	9000
Wisdom	420	-

EQUIPMENT

DARK KNIGHT

F RANK

76

1

162

MAX STATS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

DRACKY

MONSTER FAMILY

420

280

350

350

CRAFTY WOOSHER

Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES								
Fr(22	_	Donk	-	Poison	Immune	Paralysis	Immune	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	Immune	
Woosh	_	Blade Blunter		Fizzle	-	Sag	-	
Grack	_	Fire Breath	_	Gobstopper	_	Sap	-	
230	Vulnerable	Ice Breath	_	Ban Dance	-	Decelerate	-	
2am	Heals	Whack	Immune	Confusion	Immune	Dim	Immune	
0-		Dazzie	_	Inaction	Immune	Magical Sabotage	-	

3044	Ducero
HOW TO	DBTAIN
SCOUT	
SYNTHESIZ	(Four-body) darkonium slime x rhapthorne II x orgodemir x Captain Crow
FUENT	

-ton		Donk	_	Poison	-	Paralysis	-
Frizz			1000	Drain Magic		Sleep	
Bang	-	Abiliterator				700	
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam		Whack	-	Confusion	-	Dim	100
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	-

SILL	
HOW TO OB	TAIN
SCOUT	Treepidation; Doubtback
SYNTHESIZE	(examples) slime x bag o' laughs; swarmtroopers x stump chump
EVENT	
	RAGONQUEST MONSTERS JOKOR

Fizzle-type magic.



RESISTANCES								
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_	
Woosh	_	Blade Blunter	-	Fizzle	_	Sag	_	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	_	Ban Dance	_	Decelerate	_	
Zam	-	Whack	Immune	Confusion	-	Dim	Immune	
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	Immune	

SCOUT	
30001	
SYNTHESIZE	(Lineage) great dragon x demon-at-arms
EVENT	



RESIST	ANCES						
Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	_	Blade Blunter	_	Fizzle	_	Sag	-
Crack	_	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	_	Ice Breath	Immune	Ban Dance	_	Decelerate	-
Zam	_	Whack	_	Confusion	_	Dim	_
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	_

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to

184

174

CRAFTY SAPPER

Sap-type magic.

Zam

Ice Breath

Whack

HOW TO OB	HOW TO OBTAIN						
SCOUT	Cragravation (clear)						
SYNTHESIZE	(examples) metal slime knight x wrecktor; angel slime x dangler fish						
EVENT							



RESIST	ANCES						
Frizz	-	Donk	_	Poison	Immune	Paralysis	Immune
Bang	_	Abiliterator	-	Drain Magic	_	Sleep	Immune
Woosh	_	Blade Blunter		Fizzle	_	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	_	Sap	-
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	_
Zam	_	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	_	Inaction	Immune	Magical Sabotage	-

SCOUT	
SYNTHESIZE	(Four-body) dracolord x alabast dragon x gem slime x Captain Crow
EVENT	



TRAITS	
ARTFUL DODGER	
Doubles the chance of evading enemy attacks.	

**CRAFTY POISONER** Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESIST	<b>FANCES</b>						
Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag	- 1
Crack	_	Fire Breath	_	Gobstopper	_	Sap	10 <u>-</u>

Ban Dance

Confusion

Dim

Decelerate

HOW TO OB	
SCOUT	
SYNTHESIZE	(examples) frou-fry x bad egg; mischievous mole x lips
EVENT	

## 297 DRAGOVIAN LORD

MONSTER FAMILY X RANK













TRAITS

670

Defense

CRITICAL MASSACRE Doubles the chance of landing a critical hit. 5 BIG HITTER

16 Increases damage dealt by attacks, skills and abilities.

STEADY RECOVERY

DESPERADO

29

139

Increases the chance of landing a critical hit when HP Monster recovers a little HP each time it acts in battle. is extremely low.

**DRAGOVIAN LORD** 

RESIST	ANCES						
Frizz	_	Donk	_	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	_	Blade Blunter	-	Fizzle		Sag	_
Crack	_	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	_	Ice Breath	Immune	Ban Dance	_	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	Vulnerable	Dazzle	-	Inaction	Immune	Magical Sabotage	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) dragonlord x rhapthorne II
EVENT	_



] RANK

		ectrosystem and a	
S	EQUIPMENT		
650	0	0 1	8
120			
670	M	CX ./	Im
710		~	
360		SKILL	



58

69

5

TRAITS

MAX STATS

FAST LEARNER

140

Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

RESIST	ANCES						
Frizz	-	Donk	_	Poison	_	Paralysis	-
Bang	_	Abiliterator	Immune	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	_	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) jargon x Nature Family; (examples) night emperor x dancing devil; komodo x dancing devil
EVENT	



ARTFUL DODGER	1
Doubles the chance of evading enemy attacks.	
CRAFTY SIZZER	166
Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to Sizz-type magic.	

RESIST	ANCES						
Frizz	_	Donk	_	Poison	_	Paralysis	-
Bang	-	Abiliterator		Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	_	Sap	-
Zap	_	Ice Breath	Immune	Ban Dance	_	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Bemusoleum
SYNTHESIZE	(Lineage) silme x green dragon; (examples) silme x weakon beakon; slime x drohl drone
EVENT	_

245 DRAKULA	RD
<b>3</b> MONSTER FAMILY	S RANK

Wisdom 530

CRITICAL MASSACRE

TRAITS

<b>⅓</b> MON	ISTER F	AMILY	S RANK	3121
MAX STAT	S	EQUIPME	NT	
HP	999	0	0	R
MP	380			
Attack	940	M	0	m
Defense	999	07		
Agility	600		SKILL	

IPMENT			
	9 v	8	
<b>-</b>	SKILL TOUGHIE		109

Doubles the chance of landing a critical hit.	
INTIMIDATING	68
Can intimidate enemies and immobilise them at the start of a battle.	

RESIST	ANCES						
Frizz	_	Donk	_	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	_	Blade Blunter	_	Fizzle	_	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	Immune	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	_
SYNTHESIZE	(Lineage) drakularge x atlas; drakularge x pazuzu
EVENT	
	BAGONQUEST MONSTERS-JOKOP



EQUIPMENT MAX STATS 920 100 780 720 260

100 **BOOM BOXER** 

TRAITS

INTIMIDATING Can intimidate enemies and immobilise them at the start of a battle.

Paralysis Donk. Frizz Drain Magic Bang Abiliterator Sag Blade Blunter Fizzle Fire Breath Gobstopper Sap Crack Ban Dance Decelerate Zap Ice Breath Whack Immune Confusion Magical Sabotage Dazzle Inaction Sizz

Necropolis (day) SYNTHESIZE (examples) megalodon x dark slime knight; gasbagon x fright knight Add 100 types of monsters to the holding pen and a drakularge appears in the holding pen

DROHL DRONE MONSTER FAMILY EQUIPMENT MAX STATS 450

SIZZ & ZAM

350 440 420 650

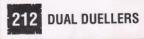
TRAITS

68

350

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	=	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	_	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	1	Ban Dance	Vulnerable	Decelerate	Immune
Zam	-	Whack	-	Confusion	-	Dim	-
Cina		Dazzla	_	Inaction	_	Magical Sabotage	-

SCOUT Doubtback (raining) (examples) firespirit x see urchin; stump chump x weakon beakon



3 MONS	TER F	AMILY	P	RANK
STATS		EQUIPM	ENT	
	060	0	,	00





DUAL DUELLERS

158

36

TRAITS

DOUBLE TROUBLE

Monster will act twice in succession when not given specific orders.

HIT SQUAD

10 Monster can launch multiple attacks in succession. (2 attacks)

**BIG HITTER** 

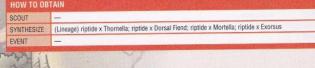
Increases damage dealt by attacks, skills and abilities.

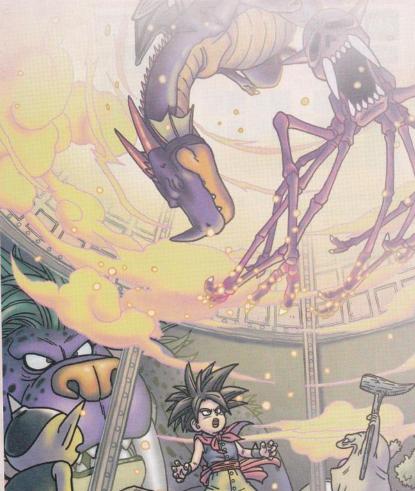
POISONOUS TOUCH

Can poison enemies when attacking.

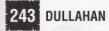
RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	Immune	Drain Magic	-	Sleep	Vulnerable
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	
Crack	_	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	Immune
Zam	-	Whack	Immune	Confusion	_	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	_

	Zam	-	Whack	Immune	Confusion	_	Dim	-
	Sizz	-	Dazzle		Inaction	-	Magical Sabotage	-
7	HOW	TO OBTAI	N					
	SCOUT	-						













EQUIPMENT MAX STATS 550 880 950

680 900 CHAMPION 80 TRAITS

PSYCHO

Allows monsters to psyche up in battle.

RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzie	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	-

HOW TO OB	
SCOUT	
SYNTHESIZE	(Lineage) bone baron x ruin; bone baron x phantom fencer; bone baron x night knight
EVENT	

### 236 EMPYREA

NIO.	MOLER	FAIVIILY	A RANK	
MAX STAT	S	EQUIPM	ENT	
HP	1570	0	(3)	2
	730	48		0
	650	N	CS	M
Defense	620	17	70	FOR
	1070	6	SKILL	
	610	9	CMDVD	

#### TRAITS

3

HIT SQUAD

10 Monster can launch multiple attacks in succession (2 attacks)

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

#### **GRAND SLAMMER**

17 Attacks strike all enemies and damage dealt by skills and abilities increases.

169

164

CRAFTY ZAPPER

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Валд	-	Abiliterator	_	Drain Magic	_	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Heals	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Cragravation
SYNTHESIZE	
EVENT	

#### **ERAZOR BLADE**

MONSTER FAMILY







TRAITS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

**FLY SWATTER** 

Prevents enemies from using Artful Dodger.

			I	1
	19	G	0	
0				

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang		Abiliterator	_	Drain Magic	_	Sleep	_
Woosh	-	Blade Blunter	Immune	Fizzle	-	Sag	_
Crack	Immune	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	_
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) octavian sentry x malevolamp; lesser demon x barracuda
EVENT	

#### **ESTARK**

MONSTER FAMILY

MAX STAT	rs	EQUII	PMENT				0.
HP	2220	0	1	0	2		
MP	530	9	-		9		A 23
Attack	590	M		CX	m		
Defense	980	12		00	44	-	
Agility	680	0		SKILL	AND THE		
Wisdom	560	2	V	ESTARK			144
				BUREAU BUREAU			Charles of the last of the las

TRAITS

HIT SQUAD

119

Monster can launch multiple attacks in succession. (3 attacks)

GRAND SLAMMER Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL GENIUS

when not given specific orders.

50 Monster will carry out an action 1-3 times in a row

DISRUPTIVE WAVE

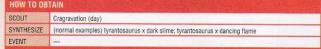
61 Disruptive Wave may be launched automatically during battles.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	Immune	Fizzle	Immune	Sag	-
Crack	1-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	Immune	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) psaro x marquis de léon
EVENT	???
	RAGONQUEST MONSTERS-JOKEP

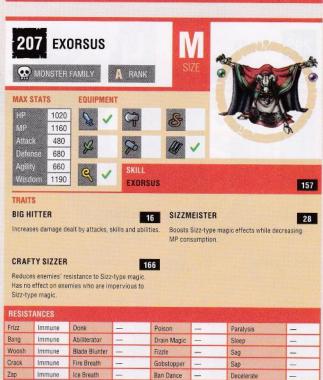


Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	Vulnerable	Blade Blunter	_	Fizzle	-	Sag	-
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	intere .	Sap	_
Zap	-	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-1
Sizz	_	Dazzie	_	Inaction	_	Magical Sabotage	





100 EVEEL



Confusion

Inaction

SYNTHESIZE (Lineage) wight king x Dual Duellers; wight king x Thornella; wight king x Dorsal Fiend; wight king x Mortella

Dim

Magical Sabotage



Frizz	_	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	_	Fire Breath	_	Gobstopper	_	Sap	-
Zap	_	Ice Breath	_	Ban Dance	_	Decelerate	_
Zam	-	Whack	-	Confusion	_	Dim	_
Sizz	-	Dazzle	_	Inaction	_	Magical Sabotage	Immune

er

Zam

Sizz

EVENT

Whack

Dazzle

Immune

Immune

HOW TO OBTAIN





RESIST	ANCES						
Frizz	_	Donk	_	Poison	_	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	_	Sag	_
Grack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	Vulnerable	Decelerate	_
Zam	-	Whack	_	Confusion	Immune	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

(examples) night emperor x boring bug; night emperor x dancing flame





Ban Dance

Confusion

Inaction

(examples) muddy hand x conklave; stump chump x healslime

Decelerate

Magical Sabotage

EVENT

Dim

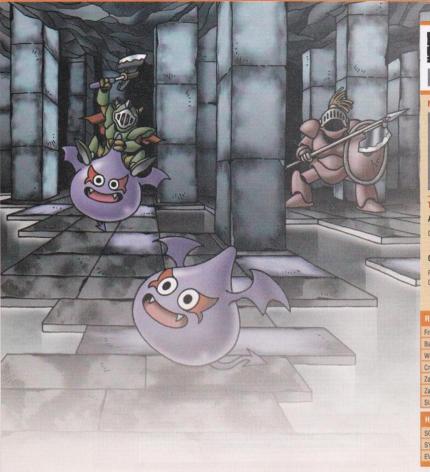
Ice Breath

Whack

Dazzle



TRAGONQUEST MONSTERS-Joker





Frizz

Bang

Woosh

Crack

Zap

Zam

Vulnerable Donk

Abiliterator

Fire Breath

Ice Breath

Whack

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

CRAFTY DIMMER

Reduces enemies' resistance to Dim-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESIST	ANCES						
Frizz	Vulnerable	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	Immune
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

186

HOW TO OB	
SCOUT	
SYNTHESIZE	(examples) hellhound x dancing devil; stump chump x night emperor
EVENT	



Ф мон		GFACE	E RANK	SIZE	Ta
MAX STATS	3	EQUIPMEN	IT		1
HP	410	0	0	2	
MP	560	1.4	U	0	
Attack	400	01	Ca	m.	
Defense	450	92 V	~	W V	
	460	0	SKILL	Indiana in the	
Wisdom	500	9	HEALER		

Poison Drain Magic

Gobstopper

Ban Dance

Confusion

Paralysis

Sleep

Sag

Sap

Decelerate

RESIST	ANCES						
Frizz	I-	Donk	-	Poison	_	Paralysis	_
Bang	_	Abiliterator	-	Drain Magic	2	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	Immune
Crack	Immune	Fire Breath	-	Gobstopper		Sap	-
Zap	Vulnerable	Ice Breath	_	Ban Dance	_	Decelerate	_
Zam		Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	_

igo	OLL	Carrie Innuite Industry Industry						
	HOW TO OB	HOW TO OBTAIN						
W	SCOUT	Treepidation (raining)						
HCOHALE TO THE PARTY OF THE PAR	SYNTHESIZE	(examples) heedoovoodoo x cheeky tiki; dracky x drohl drone						
	EVENT	_						

HOW TO OBTAIN					
SCOUT	Necropolis (night)				
SYNTHESIZE	(examples) cross bones x pink sanguini; bona constrictor x dark slime				
EVENT	-				

29

174



monster family | F Rank



EQUIPMENT 450

ICEMEISTER

74

CRACKMEISTER

TRAITS

Boosts Crack-type magic effects while decreasing MP consumption.

Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

RESIST	ANCES						
Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	=	Fizzie	-	Sag	-
Crack	Heals	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	Heals	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) dancing flame x dragon slime; dancing flame x silvapithecus
EVENT	_

### 186 FROU-FROU

MONSTER FAMILY B RANK

			-	determent		
IAX STAT	S	EQUIPMEN	NT			
HP	890	0	0	1	6	
MP	100					
Attack	830	W	C	.,	In 1	
Defense	890		7	•		
Agility	150	6	SKIL			
Micdoro	130					

TRAITS

DESPERADO

25

163

Increases the chance of landing a critical hit when HP is extremely low.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woash	_	Blade Blunter	_	Fizzle	-	Sag	-
Crack	_	Fire Breath	Immune	Gobstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	Immune	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Iceolation (day)
SYNTHESIZE	(Four-body) frou-fry x frou-fry x frou-fry x great argon lizard
EVENT	_





TRAITS

MAX STATS	EQUIPMENT			
HP 540	5	0 /	S	
MP 100		E CONTRACTOR DE LA CONT		200-0
Attack 540	V	0 1	m	
Defense 470				
Agility 300	0	SKILL		
Wisdom 100		ICEMEIST	ER	74
		A PROPERTY COM		AND DESIGNATION OF THE PARTY OF

RESIST	ANCES						
Frizz	-	Donk	_	Poison	-	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Brack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	Vulnerable
Sizz	_	Dazzle	=	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Iceolation
SYNTHESIZE	(Lineage) argon lizard x Beast Family; (examples) swarmptroopers x mischievous mole; mischievous mole x dracky
EVENT	_



CRAFTY POISONER

Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

HESIS	ANCES		ports.	THE RESERVE OF THE PARTY.	SHELLING.	Market Highlighton Williams	940
Frizz	Vuinerable	Dank	-	Poison	Immune	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	120	Dazzle		Inaction	_	Magical Sabotage	=

SCOUT	Treepidation
SYNTHESIZE	(examples) stump chump x lips; stump chump x dracky
EVENT	
	WEST MANSTERS JOKON



TRAITS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

RESISTANCES							
Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	Immune	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	_	Whack	_	Confusion	_	Dim	-
Sizz	_	Dazzle	_	Inaction	Immune	Magical Sabotage	-

HOW TO OR	TAIN
SCOUT	Bemusoleum (day); Necropolis
SYNTHESIZE	(Lineage) hades condor x lesser demon
EVENT	



# MONSTER FAMILY D RANK

MAX S

GASBAGON

STAT	S	EQUIPMEN	Т	
	690	2	00/	2
	170			
k	690	N	0	m
ıse	610	1	V V	May Y
	170		SKILL	R WEST

TRAITS

LAST WORD

**CRAFTY FRIZZER** 

Wisdom 310

Monster will attack last in battle.

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES							
Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	_	Sleep	-
Waash	_	Blade Blunter	_	Fizzle	_	Sag	_
Crack	-	Fire Breath	Immune	Gobstopper	_	Sap	
Zap	_	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	-	Whack	_	Confusion	Vulnerable	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

HOW TO OB	
SCOUT	Cragravation (raining)
SYNTHESIZE	(examples) dragurn x slime knight; komodo x rubble slime
EVENT	E



1

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

**CRAFTY SAPPER** 

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES									
Frizz	-	Donk	_	Poison	_	Paralysis	-		
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	_		
Woosh		Blade Blunter	_	Fizzle	Immune	Sag	_		
Crack	_	Fire Breath	-	Gobstopper	_	Sap	_		
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	_		
Zam	-	Whack	-	Confusion	_	Dim	_		
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	Immune		

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Lineage) hades condor x heligator
EVENT	



EQUIPMENT





184

TRAITS

8

160

METAL BODY

MAX STATS

750

Cuts damage sustained from enemy attacks to 1/3.

HIT SQUAD 2

BANG & ZAP

Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER

Increases damage dealt by attacks, skills and abilities.

RESIST	RESISTANCES							
Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune	
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune	
Woosh	Immune	Blade Blunter	Immune	Fizzle	_	Sag	-	
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	-	
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune	
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune	
Sizz	Immune	Dazzle	_	Inaction	Immune	Magical Sabotage	Immune	

HOW TO OB	TAIN
SCOUT	-
SYNTHESIZE	(Four-body) grandpa slime x grandpa slime x balhib x balhib
EVENT	

1

176



MONSTER FAMILY





The second	A STATE OF THE PARTY.	Company of the last of the las	
MAX STAT	S	EQUIPMENT	
HP	1140	N.	K
MP	490		
Attack	860	0	1
Detense	780	V V	
Agility	930	6	
1953 1953 1953 1953	100000		- 90





Wisdom 380 FRIZZ & ZAM

10

16

#### TRAITS

**FLY SWATTER** 

7 BIG HITTER

Increases damage dealt by attacks, skills and abilities.

SCARE STARE

Can unnerve enemies with a piercing stare and immobilise them at the start of a battle.

Prevents enemies from using Artful Dodger.

RESISTANCES								
Frizz	_	Donk	_	Poison	_	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_	
Woosh	_	Blade Blunter	_	Fizzle	_	Sag	-	
Crack	-	Fire Breath		Gobstopper	Immune	Sap	_	
Zap	-	Ice Breath		Ban Dance	_	Decelerate	Immune	
Zam	Immune	Whack	_	Confusion	Vulnerable	Dim	-	
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) jamirus x belial
EVENT	

#### GHOST MONSTER FAMILY

	00000000	ANNIONA I		BOW CAN
MAX STAT	S	EQUIPME	NT	
HP	330		(3)	C 2
MP	520			
Attack	250	N	CX	an .
Defense	340			- V
Agility	600	6	SKILL	TESTON E
Wisdom	600	2 ~	GRAVE	HEART

#### TRAITS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

CRAFTY FIZZLER

Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	I-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	Vulnerable
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	200	Dazzle	_	Inaction		Magical Sabotage	-

HOW TO OB	
SCOUT	Doubtback
SYNTHESIZE	(examples) slime x dracky; slime x mischievous mole
EVENT	Possible starting monster



RESISTANCES								
5622	Vulnerable	Donk	-	Poison	Immune	Paralysis	Immune	
Bang	_	Abiliterator	-	Drain Magic	1	Sleep	-	
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-	
Drack	-	Fire Breath	-	Gobstopper	_	Sap	-	
200	_	Ice Breath	_	Ban Dance	_	Decelerate	-	
žan .	-	Whack	1000	Confusion	_	Dim	-	
502	_	Dazzle	_	Inaction	_	Magical Sabotage	-	

<b>30W</b> TO 08	TAIN
SCOUT	
SYNTHESIZE	(examples) beetleboy x magic slime; paws x dark slime
EVENT	_





SIZE	A
	0.0
2	
~	

MAX STAT	S	EQUIPMEN	IT		0
HP	1310	2	Q / 8		
MP	230				
Attack	1000	N	Cx ./ M	.,	
Defense	970	0	04 4 80	~	
Agility	530		SKILL	VS (1 3 m	
Wisdom	320	2 ~	ANTI-METAL		90
TRAITS			AND DESCRIPTION OF REAL PROPERTY.		

ST		

Monster will attack last in battle.

BIG HITTER

Increases damage dealt by attacks, skills and abilities.

16

#### CRAFTY DECELERATOR

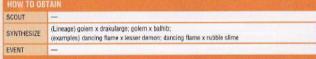
Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESIST	TANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	Vulnerable
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	_	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

SCOUT	Iceolation (day); Necropolis
SYNTHESIZE	(examples) pink sanguini x gorerilla; merman x dark slime knight
EVENT	
	PATERNOUEST MONSTERS JOKON



Fraz	-	Donk	_	Poison	-	Paralysis	100
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	-





SYCHO		3
llows monsters to psyche up in battle.		

70

Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

All

CRAFTY SAGGER

RESIST	ANCES						
Frizz	-	Dank	-	Poison		Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	Vulnerable
Woosh	_	Blade Blumer	-	Fizzle	_	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	-

HOW TO OBTAIN					
SCOUT	Bemusoleum				
SYNTHESIZE	(examples) malevolamp x merman; dancing flame x barracuda				
EVENT					



Gobstopper

Ban Dance

Confusion

Inaction

Doubtback (night, bag dropped by satyr); Iceleation (day, bag dropped by hammerhood);

Sap

Dim

Decelerate

Magical Sabotage

116	GO	DYBAG	X	S	TOTAL
E MC	NSTER I	AMILY	<b>C</b> RANK	SIZE	C. C.
MAX STAT	rs	EQUIPMEN	Т		8. 62
HP	480	2 1	9	S	
MP	630	STEENE .	See Man		
Altack	520	82	53 1	M	
Defense	560		Mail		
Agility	620	0	SKILL		
	720	Bank V	ENFEEBLE	D	

Defense Agility	560 620		SKILL	
Wisdom	720	2	ENFEEBLER	85

Enables monster to survive fatal damage with 1HP. **GOLD GETTER** 

The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess this trait, this percentage will increase.

Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic		Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	Immune	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Sizz	Immune	Dazzie	_	Inaction	-	Magical Sabotage	-

HOW TO OBTAIN						
SCOUT						
SYNTHESIZE	(Lineage) goodybag x goodybag (both must be level 20 or higher)					
EVENT						

Crack

Zap Zam

Sizz

SYNTHESIZE

EVENT

Fire Breath

Ice Breath

Bemusoleum (clear, night)

(examples) spitnik x spiked hare; spitnik x jailcat

Whack

Dazzie

5

67



MONSTER FAMILY S RANK



MAX STATS 730 880 750 820 870

**ÜBER CHARMER** 

TRAITS

**DEADLY TOUCH** Can send an attacked enemy to the hereafter.

990

40 CLOSE SCRAPER

42 Enables monster to survive fatal damage with 1HP

CRAFTY CONFUSER

179 Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESIST	ANCES						
Fri22	-	Donk	-	Poison		Paralysis	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	Immune	Sag	-
Crack	Immune	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	_
Zam	_	Whack	Immune	Confusion	-	Dim	
Sizz	Immune	Dazzie	_	Inaction	-	Magical Sabotage	-

HOW TO OBTAIN					
SCOUT					
SYNTHESIZE	goodybag X x goodybag X (both must be at least level 50)				
EVENT					

### 179 GORERILLA

MONSTER FAMILY

EQUIPMENT MAX STATS 730 140 700 760 720 320 HUNTSMAN

TRAITS

221

CRITICAL MASSACRE

Doubles the chance of landing a critical hit.

IMPOSING

The monster's imposing presence can immobilise enemies at the start of a battle.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath		Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	4	Decelerate	-
Zam	-	Whack	-	Confusion	Vulnerable	Dim	-
Sizz	-	Dazzie	Immune	Inaction	-	Magical Sabotage	-

HOW TO OB	
SCOUT	
SYNTHESIZE	(examples) glant moth x tyrantosaurus; paws x grim rider
EVENT	



MONSTER FAMILY



HP	790	-
MP	490	100
Attack	720	-
Defense	760	2000
Agility	660	-
Wisdom	740	





**CRACK & ZAP** 

WOOSHMEISTER

Boosts Woosh-type magic effects while decreasing MP consump

CRACKMEISTER

Boosts Crack-type magic effects while decreasing MP consumption.

IZE	2		
			3
notion		2	4

RESIST	AMCES						
Rizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	_
Woosn	_	Blade Blunter	-	Fizzle	Immune	Sag	-
Stack:	-	Fire Breath	_	Gobstopper	_	Sap	-
Zio	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
927	_	Dazzie	4-	Inaction	-	Magical Sabotage	Immun e

HOW TO DB	TAIN CONTRACTOR OF THE PROPERTY OF THE PROPERT
SCOUT	
SYNTHESIZE	(Lineage) belial x merman; belial x octavian sentry
EVENT	

### 261 GRANDPA SLIME

MONSTER FAMILY S RANK

1190

EQUIPMENT





22

20

1200 540 1030 750 1210 BANG & ZAP

TRAITS

25

BIG HITTER

MAX STATS

16 Increases damage dealt by attacks, skills and abilities.

MAGIC REGENERATOR

Monster recovers a little MP each time it acts

DISRUPTIVE WAVE

61

Disruptive Wave may be launched automatically during battles.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator		Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper		Sap	-
Zap	-	Ice Breath	-	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	50% Resist	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	-
SYNTHESIZE	(Four-body) king slime x king bubble slime x metal kaiser slime x metal king slime
EVENT	Add 200 types of monsters to the holding pen and a grandpa slime appears in the holding pen
	Te lekel
	THE PARTY OF THE P
	THE WALL THE WALL THE
	DECENTAL DESCRIPTION
	WWO.



MONSTER FAMILY







480 120 BREATH

TRAITS

Agility

DESPERADO 29

increases the chance of landing a critical hit when HP is extremely low.

RESIST	ANCES	The State of					
Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang		Abiliterator	-	Drain Magic		Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-2	Sag	_
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance		Decelerate	-
Zam	-	Whack	-	Confusion		Dim	_
Sizz	_	Dazzie	Immune	Inaction		Magical Sabotage	-

HOW TO OBTAIN					
SCOUT					
SYNTHESIZE	(Four-body) argon lizard x argon lizard x argon lizard x argon lizard				
EVENT	Add 50 types of monsters to the holding pen and a great argon lizard appears in the holding pen				



CRAFTY WOOSHER 162

Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter		Fizzie	=	Sag	-
Crack	-	Fire Breath		Gobstopper	=	Sap	-
Zap	-	Ice Breath		Ban Dance	-	Decelerate	-
Zam	Heals	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Doubtback (clear, day)
SYNTHESIZE	(Four-body) dracky x dracky x dracky x dracky
EVENT	



CRAFTY FIRE BREATHER 170 Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESIST	ANCES						Margaret
Frizz	-	Donk	_	Poison	_	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
SEZZ	_	Dazzie	_	Inaction	-	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) drakularge x fright knight; drakularge x dancing flame
EVENT	



TRAITS

DOUBLE TROUBLE

Monster will act twice in succession when not given specific orders.

10 Monster can launch multiple attacks in succession

GRAND SLAMMER

Attacks strike all enemies and damage dealt by skills and abilities increases.

CRAFTY ICE BREATHER

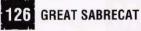
Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

171

RESISTANCES							
Frizz	I-	Donk	_	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Grack	-	Fire Breath	-	Gobstopper	Immune	Sap	-
Zap	Heals	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) Dragovian lord x empyrea
EVENT	_

10



MONSTER FAMILY RANK



MAX STATS EQUIPMENT 580 80 600

450 540 100

SPEEDSTER 82

TRAITS

EARLY BIRD Monster will attack first in battle. HIT SQUAD

10 Monster can launch multiple attacks in succession

FOOT DRAGGER

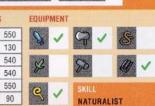
Monster can occasionally refuse to listen to orders

RESISTANCES								
Frizz	-	Donk	=	Poison	-	Paralysis	Vulnerable	
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_	
Crack	-	Fire Breath		Gobstopper	-	Sap	_	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Immune	
Zam	-	Whack	_	Confusion	-	Dim	-	
Sizz	-	Dazzle		Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	Treepdiation
SYNTHESIZE	(Four-body) great sabrecub x great sabrecub x great sabrecub x great sabrecub
EVENT	

### **GREAT SABRECUB**

MONSTER FAMILY E BANK



TRAITS

MAX STATS

HIT SQUAD

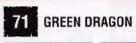
Monster can launch multiple attacks in succession, (3 attacks)

CRAFTY GORSTOPPER

177 Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES								
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	22	
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	Immune	
Zam	_	Whack	_	Confusion	-	Dim	Vulnerable	
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	Treepidation
SYNTHESIZE	(examples) mental pitcher x healsime; mental pitcher x dracky
EVENT	



**MONSTER FAMILY** 







MAX STATS EQUIPMENT 850 180 800 690 440 330 **DRAGON LORE** 124

TRAITS

**BIG HITTER** 

16

**CRAFTY ZAPPER** 

164

Increases damage dealt by attacks, skills and abilities.

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

CRAFTY GOBSTOPPER 177

Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES							
Frizz	_	Donk	_	Poison	-	Paralysis	
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	Vulnerable	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	_	Sap	-
Zap	_	ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	_	Whack	_	Confusion	_	Dim	-
Sizz	-	Dazzie		Inaction	_	Magical Sabotage	=

HOW TO OBTAIN					
SCOUT	Unshore (fog)				
SYNTHESIZE	(examples) snapdragon x shell slime; komodo x jailcat				
EVENT	After 10 communication battles, a green dragon appears in the holding pen				

### 157 GREEN DRAGON X



	SIZ
RANK	Villa
Design Control of the	A 18 (18 )

SCHOOL STATE OF STATE								
MAX STAT	S	EQUIPMEN	IT					
HP	1070	0/	0 /	e				
MP	190							
Attack	590	N	CX	m.				
Detense	720	0						
Agility	490	6	SKILL					
Wisdom	410	2	DRAGON	LORE				

124

49

TRAITS

**BIG HITTER** 

Increases damage dealt by attacks, skills and abilities. Monster will carry out an action once or twice in a

TACTICAL TROOPER row when not given specific orders.

CRAFTY ZAPPER

164

16

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESIST	RESISTANCES								
Frizz	-	Donk	-	Paison	-	Paralysis	-	1	
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-	j	
Woosh	Vulnerable	Blade Blunter	_	Fizzle	_	Sag	-	Į	
Crack	_	Fire Breath	Immune	Gobstopper	-	Sap	-	-	
Zap	_	Ice Breath	Immune	Ban Dance	-	Decelerate	-	27	
Zam	-	Whack	Immune	Confusion	-	Dim	-		
Sizz	_	Dazzie	_	Inaction	_	Magical Sabotage	-	1	

HOW TO DB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) green dragon x green dragon (both must be level 20)
EVENT	
	RAGONQUEST MONSTERS-JOKOP



BIG HITTER

Zap-type magic.

16 Increases damage dealt by attacks, skills and abilities.

TACTICAL GENIUS

CRAFTY GOBSTOPPER

Monster will carry out an action 3 times in a row when not given specific orders.

50

**CRAFTY ZAPPER** 164 Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to

177 Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

HESIST	RESISTANCES							
Frizz	Immune	Donk	_	Poison	Immune	Paralysis	Immune	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	Immune	
Woosh	Vulnerable	Blade Blunter	_	Fizzle	-	Sag	_	
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	-	
Zam	-	Whack	Immune	Confusion	Immune	Dim	-	
Sizz	-	Dazzle	_	Inaction	Immune	Magical Sabotage	_	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) green dragon X x green dragon X (both must be level 50)
EVENT	_



COMEBACK KID 59 Monster will have a slim chance of being revived after dying.

RESISTANCES							
Frizz	-	Donk	_	Poison	Immune	Paralysis	Immune
Bang	_	Abiliterator		Drain Magic	_	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle		Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	Heals	ice Breath	_	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	_
Sizz	_	Dazzie	_	Inaction	Immune	Magical Sabotage	

HOW TO 08	TAIN
SCOUT	
SYNTHESIZE	(Lineage) barbarus x Dragovian lord
EVENT	



CRAFTY CONFUSER 179 Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion

Frizz Donk Poison Paralysis Bang Abiliterator Drain Magic Sleep Immune Woosh Blade Blunter Fizzle Sag Crack Fire Breath Zap Vulnerable ice Breath Ban Dance Decelerate Zam Whack Confusion Dim Sizz Magical Sabotage

HOW TO OBTAIN							
SCOUT	Bemusoleum (raining, night); Necropolis (night)						
SYNTHESIZE	(Lineage) demon rider x bona constrictor						
EVENT							



TRAITS HIT SQUAD BIG HITTER 16

Monster can launch multiple attacks in succession.

Increases damage dealt by attacks, skills and abilities.

Reduces enemies' resistance to Dim-type magic Has no effect on enemies who are impervious to Dim-type magic.

CRAFTY DIMMER

Frizz	-	Donk		Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	_	Fire Breath	-:	Gobstopper	_	Sap	-
Zap	-	Ice Breath	Vulnerable	Ban Dance	_	Decelerate	
Zam	-	Whack	_	Confusion	_	Dim	-
Sizz	-	Dazzle		Inaction	_	Magical Sabotage	-

TAIN
Bemusoleum (night)
(Lineage) marquis de léon x hyper heyedra

10

34

3

63



MONSTER FAMILY



MAX STATS EQUIPMENT

87 ANTIMAGIC

TRAITS

CRAFTY DAZZLER

Reduces enemies' resistance to Dazzie-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

Paralysis Frizz Donk Paison Sleep Abiliterator Drain Magic Blade Blunter Fizzie Sag Woosh Sap Fire Breath Gobstopper Grack Zap Ice Breath Ran Dance Decelerate Dim Whack Zam Magical Sabotage Inaction Sizz Dazzle

HOW TO DE	TAIN
SCOUT	Necropolis (night)
SYNTHESIZE	(examples) erazor blade x golem; lesser demon x yabby
EVENT	

118 HACKSAURUS

MONSTER FAMILY . RANK

S

MAX STATS EQUIPMENT 650 120 750 620 660 200 **DRAGON LORE** 

TRAITS

HIT SQUAD

173

Monster can launch multiple attacks in succession. (2 attacks)

GIANT KILLER

Monster can deal heavy damage to large monsters.

Paralysis Frizz Donk Poison Abiliterator Drain Magic Sleep Bang Fizzle Sag Blade Blunter Woosh Blade Blunter Crack Fire Breath Gobstopper Sap Ban Dance Decelerate Ice Breath Zap Confusion Dim Whack Zam Immune Sizz Dazzle Inaction Magical Sabotage

HOW TO OB	TAIN
SCOUT	Bernusoleum (day)
SYNTHESIZE	(examples) red dragon x behemoth slime; gasbagon x firm fiend
EVENT	_

## **HADES CONDOR**

MONSTER FAMILY | RANK

EQUIPMENT





1

173

PSYCHO

610 540 550 560 480 300 78 CURE-ALL

TRAITS

MAX STATS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

CRAFTY DAZZLER

Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES								
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	_	Drain Magic	-:	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-	
Crack	14	Fire Breath	_	Gobstopper	-	Sap	-	
Zap	_	Ice Breath	Immune	Ban Dance	-	Decelerate	-	
Zam	-	Whack	-	Confusion		Dim	-	
Sizz		Dazzle	_	Inaction		Magical Sabotage	Immune	

HOW TO OB	TAIN
SCOUT	Doubtback (clear, day); Cragravation (clear)
SYNTHESIZE	(Lineage) lesser demon x Beast Family
EVENT	

## **HAMMERHOOD**

O NIUI	io i en i	AWIL	4204/20		
AX STAT	S	EQUIPME	NT		
IP .	540	0	0	9	
ΛP	100				
uttack	720	N	0	Im	
)elense	280	¥ *	~	44	
gility	180	6	SKILL		3

Wisdom 100 101 HUNTSMAN TRAITS

Allows monsters to psyche up in battle.

RABBLE ROUSER Can increase tension of all allies at the start of a battle.

RESIST	ANCES							
Frizz	_	Dank	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	Vulnerable	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	_	Confusion	_	Dim	-	
Sizz	_	Dazzle	Immune	Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	Iceolation (day)
SYNTHESIZE	(examples) satyr x killer pillar; healslime x funghoul
EVENT	
	RAGONQUEST MONSTERS-JOKOP

Fizzle-type magic.



RESIST							
Frizz	-	Dank	-	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	Immune	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	loe Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzie	Immune	Inaction	-	Magical Sabotage	-

HOW TO DE	
SCOUT	
SYNTHESIZE	(Lineage) dhuran x dierantula
EVENT	



Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh		Blade Blunter	-	Fizzle	Immune	Sag	22
Crack	-	Fire Breath	_	Gobstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

HOW TO OB	
SCOUT	
SYNTHESIZE	(Lineage) Incarnus Family x Demon Family (Rank A or lower)
EVENT	



		onally refuse to I	anno anno di la co	<b>48</b> rs			
RESIST	ANCES						NEW DAY
Frizz	Immune	Donk	-	Poison	Vulnerable	Paralysis	_
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	Vulnerable
Woosh	Immune	Blade Blunter	-	Fizzle	-	Sag	-
	Immune	Fire Breath	-	Gobstopper	TO.	Sap	-
Crack		Ice Breath	-	Ban Dance	-	Decelerate	-
	Immune			A CONTRACTOR OF THE PARTY OF TH		Piter	
Crack Zap Zam	Immune Immune	Whack	Immune	Confusion		Dim	_

(Lineage) Incarnus Family x Demon Family (Rank S or higher)

54	HEA	DHUNT	ER	100	
MO!	NSTER F	AMILY	E RANK	II //	
MAX STAT	S	EQUIPMEN	T	1	
HP	500		0 / 8		
MP	330				
Attack	570	M.	01/10		
Detense	490	Y Y			
Agility	350		SKILL	TELEVISION	CONTRACTOR OF
Wisdom	270	- X	BERSERKER		

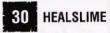
Damage inflicted on enemies with metal bodies will increase by 1 point.

Frizz	-	Dank	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	-	Fire Breath		Gobstopper	-	Sap	Vulnerable
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	_	Dim	-
Sizz	_	Dazzle		Inaction	_	Magical Sabotage	-

HOW TO DE	
SCOUT	Treepidation (night)
SYNTHESIZE	(examples) frogface x rockbomb; dracky x frogface
EVENT	
SECTION S.	

SCOUT

EVENT



MONSTER FAMILY F RANK



MAX STATS 340 520 MP 310 340

EQUIPMENT

540 540 HEALER 77

TRAITS

HEALTH PROFESSIONAL

Boosts healing spell effects while decreasing MP consumption.

CRAFTY MAGIC DRAINER

Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to

RESIST	ANCES						
Frizz	_	Donk	-	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	Vulnerable	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-,	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	
City	E Library	Dazzla		Inaction		Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Doubtback
SYNTHESIZE	(examples) bubble slime x funghoul; silme x muddy hand
EVENT	After 5 communication battles, a healsime appears in the holding pen

## 40 HEEDOOVOODOO

MONSTER FAMILY E RANK



118

12

178

TRAITS

21

175

MAX STATS

COUNTERSTRIKER

390

530

370 440

360

580

Monster may launch a counter-attack when attacked

**CRAFTY DANCE BANNER** 

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

RESISTANCES								
Frizz	-	Dank	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Immune	
Zam	-	Whack	-	Confusion	-	Dim	Immune	
Sizz	1-	Dazzle	-	Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	Treepidation (day)
SYNTHESIZE	(examples) see urchin x spitnik; dracky x weakon beakon
EVENT	

## 196 HELIGATOR

MONSTER FAMILY A RANK





EQUIPMENT MAX STATS 999 330 770 Attack 850 380 180 NATURALIST

121 1

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

165 CRAFTY ZAMMER Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	_	Blade Blunter	-	Fizzle	_	Sag	Vulnerable
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	_
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Ot-	0.00	Develo	-	Inaction	1000	Manical Sahotane	_

Sizz		Liazzie	100	macuon		iviagical capotage		
HOW TO	OBTAIN				News.			
SCOUT	-							
SYNTHESIZ	E (Lin	(Lineage) king squid x gracos; (examples) yabby x drakularge; paws x fright knight						
EVENT								

# 25 HELL HORNET



CD MU	Nothit	AIVIIL Y		HANK		1
MAX STAT	S	EQUIP	MENT			
HP	330	0	J	(2)	, ,	
MP	250					
Attack	410	N		0	m	
Defense	480		~			
Agility	660	0	,	SKILL	THE EWING	
Wisdom	580		~	DIMINIS	SHER	



35

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

PARALYSING TOUCH

Can paralyse enemies when attacking.

RESISTANCES								
Frizz	Vulnerable	Donk	-	Poison	Immune	Paralysis	Immune	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	1	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	-	Confusion	_	Dim	-	
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-	

HOW TO 08	TAIN
SCOUT	Treepidation (clear)
SYNTHESIZE	(examples) killer pillar x dragonthorn; swarmtroopers x funghoul
EVENT	
	RAGONQUEST MONSTERS-JOKOP

SCOUT

SYNTHESIZE (examples) skipper x imp; stump chump x dancing devil









64



MONSTER FAMILY



EQUIPMENT MAX STATS 460 430 450 480

420 480 FRIZZ & BANG

1

Boosts Bang-type magic effects while decreasing MP consumption.

BANGMEISTER

CRAFTY BANGER Reduces enemies' resistance to Bang-type magic. Has no effect an enemies who are impervious to Bang-type magic.

RESISTANCES									
Frizz	-	Donk	-	Poison	-	Paralysis	-		
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-		
Woosh	-	Blade Blunter	_	Fizzle	Immune	Sag	771		
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-		
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-		
Zam	-	Whack	-	Confusion	-	Dim	-		
Sizz		Dozala		Inaction	_	Magical Sabotage	Immune		

HOW TO OR	TAIN
SCOUT	Iceolation (night)
SYNTHESIZE	(examples) lump wizard x wild boarfish; dracky x jailcat
EVENT	



MONSTER FAMILY E RANK

SECTION 1		MORNAGONO I	Contrates (1955)		
TAT	S	EQUIPME	NT		
	550	0.		2	
	350				
	470	so.	Ch.	m	
15e	450	05	00 0	ey	*
	320	6	SKILL		118
		95 400	HEDVS AND UNITED THE		

360 31 WOOSH & CRACK

TRAITS CRACKMEISTER

23

161

MAX S

Boosts Crack-type magic effects while decreasing MP consumption.

STRANGELY ALLURING

Can dazzle enemies and immobilise them at the start of a battle.

RESIST							
Fritz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	Vulnerable	Drain Magic	-	Steep	+
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack	Immune	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	_
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Iceloation
SYNTHESIZE	(examples) wild boarfish x shell slime; swarmtroopers x snowbird
EVENT	-



MONSTER FAMILY B RANK



4

49

EQUIPMENT MAX STATS 560 460 470 660 600 Agility Wisdon 380 FRIZZ & WOOSH

TACTICAL TROOPER Monster will carry out an action once or twice in a row when not given specific orders.

0/4		
	50	
4	5	-/
	0	

Vulnerable Magical Sabotage

								щ
RESIST	ANGES							
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	12	Blade Blunter	-	Fizzle	Immune	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	Immune	Confusion	-	Dim	770	

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Lineage) gryphon x pazuzu
EVENT	

## 36 JARGON

MO	NSTER F	AMILY	E RANK	
STAT	rs	EQUIPME	NT	
	640	0	0	2
	100	150		
k	720	N	08 1	m
nse	500	0-	V V	-
	M			

HAY STAT	9	EQUIPMENT			ENT.	1
HP	640	0	0 1	2		Jos .
MP	100	50	IN THE		1000	
Attack	720	N	03.1	m		
Defense	500	0-				
Agility	'40	6	SKILL			
Wisdom	100	2	TOUGHIE			109
			(Apparentance)	EARS HARRI		_ I ame sale

TRAITS CRITICAL MASSACRE

Doubles the chance of landing a critical hit.

RESIST							
Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	Immune	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	Vulnerable	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack		Confusion		Dim	-
Sizz	-	Dazzle	750	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) frou-fry x Nature Family: (examples) komodo x healslime; healslime x great sabrecub
EVENT	
	RAGONQUEST MONSTERS-JOKER



Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator		Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	Vulnerable	Fizzle	-	Sag	_
Grack	_	Fire Breath	_	Gobstopper	-	Sap	_
Zap	1000	ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack		Confusion	-	Dim:	-
Sizz	-	Dazzie		Inaction	-	Magical Sabotage	-

HOW TO DE	
SCOUT	
SYNTHESIZE	(examples) magmalice x firebird; dancing flame x dark slime
EVENT	



IT SQUAD	10
onster can launch multiple attacks in succession. (2 attacks)	THE REST N
BL F AMBUSHER	

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	Immune	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzie	Immune	Inaction	-	Magical Sabotage	_

HOW TO DE	HOW TO OBTAIN									
SCOUT										
SYNTHESIZE	(examples) merman x slime stack; merman x dancing flame									
EVENT	-									

64



Dazzle-type magic.

	1	)7 к	HALAMAI	RI KID	S	214
0		) MONST	ER FAMILY	D RANK	SIZE	
	MAX	STATS	EQUIPME	NT		G /
	HP MP	49		9	8 ~	
	Atta	5000000	0 2	80	4 1	
170	Agill Wise	38/0/20	TC S	SKILL	THECARY	
10 ession.		NGELY A	LLURING es and immobilise	them at the star	t of a battle.	
173 magic. s to						
	RESIS	TANCES				
mmune	Frizz	-	Donk	-	Poison -	- Paral
mmune	Bang	-	Abiliterator	1-	Drain Magic -	Sleep

RESIST	TANCES							RESIST							
Frizz		Donk	-	Poison	Immune	Paralysis	Immune	Frizz	-	Donk	_	Poison	1-	Paralysis	T
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune	Bang	-	Abiliterator	_	Drain Magic	_	Sleep	1=
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag		Woosh	-	Blade Blunter		Fizzle	Immune	Sag	-
Crack	-	Fire Breath	Vulnerable	Gobstopper	-	Sap	-	Crack	-	Fire Breath	-	Gobstopper	_	Sap	=
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	Zap	-	Ice Breath	-	Ban Dance	Vulnerable	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-	Zam	_	Whack	-	Confusion	-	Dim	1=
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	-	Sizz	-	Dazzie	-	Inaction	_	Magical Sabotage	-
HOW T	O OBTAIN	TO SECURE		100		NEW YORK		HOW T	0 08	TAIN					
SCOUT	- 100	-	Total Control of the	The state of the s	DESCRIPTION OF THE PERSON NAMED IN	STATE OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY.		SCOUT		Unshore (clear, day)					
SYNTHES	(NTHESIZE (Four-body) khalamari kid x khalamari kid x king squid x king squid					SYNTHE	SIZE	(examples) eveel x ang	el slime: sci	orpion x mecha-m	vnah				
EVENT	- Marie							EVENT							

Mo

Doubles the chance of launching pre-emptive strikes.

ном то овт	FAIN	HOW TO OBTAIN							
COUT		SCOUT	Unshore (clear, day)						
YNTHESIZE	(Four-body) khalamari kid x khalamari kid x king squid x king squid	SYNTHESIZE	(examples) eveel x angel silme; scorpion x mecha-mynah						
VENT		EVENT	_						





MONSTER FAMILY F RANK



EQUIPMENT MAX STATS 450 310 440 380 340

420

25 BANG & ZAM

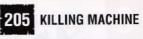
TRAITS

DESPERADO

Increases the chance of landing a critical hit when HP is extremely low.

RESIST	RESISTANCES									
Frizz	-	Donk	-	Poison	-	Paralysis	Immune			
Bang	1-	Abiliterator	-	Drain Magic	-	Sleep	+			
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-			
Crack	Vulnerable	Fire Breath	_	Gobstopper	_	Sap	-			
Zap	_	Ice Breath	-	Ban Dance	_	Decelerate	-			
Zam	_	Whack	-	Confusion	_	Dim	-			
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	-			

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) capsichum x bad egg; lips x stump chump
EVENT	



MONSTER FAMILY A RANK







100

49

180

TRAITS

29

TACTICAL TROOPER

Monster will carry out an action once or twice in a row when not given specific orders

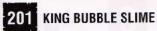
ASSASSIN

CRAFTY INACTIVIST

Reduces enemies' resistance to missing a turn. Has no effect on enemies who are reistant to missing a turn

RESISTANCES									
Frizz		Donk	-	Poison	Immune	Paralysis	[md[		
Bang	Vulnerable	Abiliterator	_	Drain Magic	_	Sleep	-		
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-		
Crack		Fire Breath	-	Gobstopper	-	Sap	-		
Zap	=	Ice Breath		Ban Dance	-	Decelerate	-		
Zam		Whack	Immune	Confusion	-	Dim	-		
Sizz	_	Dazzie	_	Inaction	-	Magical Sabotage	-		

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) hunter mech x mechan-o'-wyrm; hunter mech x ruin; hunter mech x phantom swordsman
EVENT	



MONSTER FAMILY A RANK





EQUIPMENT MAX STATS 910 600 620 660 400 720 **BAD BREATH** 

97

TRAITS

POISONOUS

Monster may inflict poison on enemies upon being attacked

		-00		
	2	200	No.	
	ô/	A.		0
(	9		0	
1				7

RESIST	ANCES		Mile.				
Frizz	-	Donk	_	Poison	Immune	Paralysis	Immurie
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	770
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzle	-	inaction	-	Magical Sabotage	-

HOW TO OBTAIN							
SCOUT							
SYNTHESIZE	(examples) king cureslime x fright knight; angel slime x drakularge						
EVENT							

193	KING CUR	ESLIME
<b>△</b> MON	ISTER FAMILY	B RANK
	FOLLOW	PAIT



78

21

42

TRAITS

13

HEALTH PROFESSIONAL

Boosts healing spell effects while decreasing MP consumption.

CLOSE SCRAPER

Enables monster to survive fatal damage with 1HP.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	_
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	-

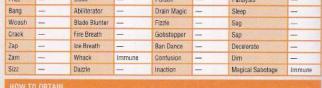
HOW TO DE	
SYNTHESIZE	(Lineage) king slime x king slime; (examples) angel slime x dark slime knight; dark slime knight x dancing flame
EVENT	
	WANSTERS-JOKEN



RESIST							
Frizz	-	Dank	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath		Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	_	Magical Sabotage	Immune

SCOUT	Unshore
SYNTHESIZE	(examples) puppeteer x bodkin archer; firn fiend x dragon slime
EVENT	





HOW TO DE	
SCOUT	
SYNTHESIZE	(Lineage) behemoth slime x behemoth slime
EVENT	



(3 attacks)

CRAFTY DECELERATOR 185

Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious

Dazzle

to Decelerate-type magic.

Sizz

Frizz Donk Immune Polson 50% Resist Paralysis Bang Abiliterator Drain Magic Sleep Immune Woosh Blade Blunter Fizzle Immune Sag Crack Fire Breath Gobstopper Sap Zap Ice Breath Ban Dance Decelerate Zam Whack Confusion Immune Dim

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) khalamari kid x night clubber; yabby x gracos
EVENT	

Inaction

Magical Sabotage



TRAITS
CRAFTY FIRE BREATHER
170
Reduces enamies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESIST	ANCES		1924		相談		H.BE
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	_
Sizz	-	Dazzie	Immune	fnaction	-	Magical Sabotage	-

HOW TO OR	
SCOUT	Doubtback (clear, day)
SYNTHESIZE	(examples) slime x swarmptroopers; silme x hell hornet
EVENT	Possible starting monster



MONSTER FAMILY





TRAITS

MAX STATS

ARTFUL DODGER

GIANT KILLER

Doubles the chance of evading enemy attacks.

LEOPOLD

EARLY BIRD

9

Monster will attack first in battle. FOOT DRAGGER

48

140

Monster can deal heavy damage to large monsters

Monster can occasionally refuse to listen to orders and not act.

HEOLOI	MINUES						
Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	2
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper		Sap	-
Zap	Vulnerable	lce Breath	_	Ban Dance	-	Decelerate	-
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	22
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Four-body) dhoulmagus x xenlon x baramos x chainine; dhoulmagus x xenlon x murdaw x chainine; dhoulmagus x xenlon x hargon x chainine
EVENT	





MONSTER FAMILY

EQUIPMENT

166 LETHAL ARMOUR



660 420 480 440

720

460

MAX STATS

EQUIPMENT

123

167

TRAITS

ABLE AMBUSHER

MAX STATS

720

380

690

740

440

360

COLD SLEEP

114 30

36

CRAFTY DONKER

Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

DIABOLIST

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	_
Bang	Immune	Abiliterator	-	Drain Magic	-:	Sleep	-
Woosh	_	Blade Blunter	-	Fizzie	Vulnerable	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance		Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
			1	THE PARTY OF THE P		Mening Cabatage	

HOW TO DETAIN				
SCOUT	Cragravation (bad weather)			
SYNTHESIZE	(examples) dancing devil x crabid; dessert demon x shadow			
EVENT				

POISONOUS TOUCH Can poison enemies when attacking.

Doubles the chance of launching pre-emptive strikes.

RESISTANCES							
Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh		Blade Blunter	Immune	Fizzle	-	Sag	-
Crack		Fire Breath		Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	Immune	Dim	
Circ		Dazzia		Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN					
SCOUT	Necropolis					
SYNTHESIZE	(Lineage) restless armor x dancing devil; restless armor x lesser demon; restless armor x octavian sentry; (example normal) gryphon x angel slime					
EVENT	-					
	RAGONQUEST MONSTERS-JOKOR					



CRAFTY CONFUSER

Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion

RESIST	RESISTANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator		Drain Magic	Immune	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	_	Gobstopper	Gobstopper	Sap	-
Zap	-	los Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	-	Confusion	_	Dim	-
Sizz	-	Dazzie	-	Inaction	_	Magical Sabotage	_

HOW TO OBTAIN					
SCOUT	Treepidation				
SYNTHESIZE	(examples) dracky x bag o' laughs; dracky x silme				
EVENT	_				



Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	-	Sag	-
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	-
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	_	Inaction	Immune	Magical Sabotage	Immune

HOW TO OB	HOW TO OBTAIN					
SCOUT	Bernusoleum; Necropolis; Metal Menagerie					
SYNTHESIZE	(Lineage) metal slime x metal slime					
EVENT	After 25 communication battles, a liquid metal slime appears in the holding pen					



CRITICAL MASSACRE

Doubles the chance of landing a critical hit.

**CRAFTY SAPPER** 

184 Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESIST	RESISTANCES						
Frizz	-	Donk	_	Poison	_	Paralysis	-
Bang	_	Abiliterator		Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter		Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	_
Zam	-	Whack	Immune	Confusion	_	Dim	-
Sizz	-	Dazzle	-	Inaction	12	Magical Sabotage	_

HOW TO OBTAIN					
SCOUT	Bernusoleum (raining)				
SYNTHESIZE	(examples) mimic x pink sanguini; dancing flame x dark slime knight				
EVENT					



21

175

HEALTH PROFESSIONAL Boosts healing spell effects while decreasing MP consumption.

5

**CRAFTY MAGIC DRAINER** Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to

	RESISTANCES						
Frizz	-	Donk	_	Poison	-	Paralysis	-
Bang		Abiliterator		Drain Magic	Immune	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	_	Dim	-
Sizz	-	Dazzle	100	Inaction	_	Magical Sabotage	_

HOW TO OB	HOW TO OBTAIN					
SCOUT	Cragravation (clear)					
SYNTHESIZE	(examples) imp x chainine; dracky x imp					
EVENT	_					

22

160



MONSTER FAMILY B RANK

860





TRAITS

MAX STATS

HIT SQUAD (2 attacks)

Monster can launch multiple attacks in succession.

SIZZ & ZAP

10 SIZZMEISTER

28 Boosts Sizz-type magic effects while decreasing

52

**CRAFTY SIZZER** 

166 Reduces enemies' resistance to Sizz-type magic Has no effect on enemies who are impervious to Sizz-type magic.

RESIST	RESISTANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Immune	Whack	-	Confusion	-	Dim	Immune
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) cyber slime x erazor blade; angel slime x yabby
EVENT	

# 135 MALEVOLAMP

MONSTER FAMILY C RANK

550 350

600 620

720

500







Atlack

MAX STATS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (3 attacks)

RABBLE ROUSER 63 Can increase tension of all allies at the start of a battle.

RESIST	RESISTANCES						
Frizz	-	Donk	-	Poison		Paralysis	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzie	-	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	Immune
Zap	Immune	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	-
Sizz		Dazzle	22	Inaction	_	Magical Sabotage	_

HOW TO OBTAIN					
SCOUT					
SYNTHESIZE	(examples) king kelp x aquestrian gladiator; dancing flame x merman				
EVENT	Chance encounter with Dragon Quest VI				

# 165 MAGMALICE

MONSTER FAMILY B RANK

MAX STAT	S	EQUIPMEN	Т	
HP	700	0 /	0/	2
MP	410			
Attack	660	10	0 ./	Im
Defense	600	V V		
Agility	520		SKILL	ALL ACTORING
Wisdom	560	2 ^	BOLSTER	ER

TRAITS

FRIZZMEISTER Boosts Frizz-type magic effects while decreasing MP consumption.

**CRAFTY FRIZZER** 

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to

RESIST							
Frizz	Heals	Donk		Poison	=	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	Vulerable	Fire Breath	Heals	Gobstopper	-	Sap	-
Zap	-	Ice Breath	Vulnerable	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OR	TAIN
SCOUT	Necropolis (day)
SYNTHESIZE	(Lineage) firm flend x firebird; (examples) mecha-mynah x yabby; dancing flame x yabby
EVENT	

# 259 MALROTH

- 13				
- 82	88	題り	$\Delta M$	166
13	168	335.5	ali i	
		53.5	-	2000

K.				NAME OF TAXABLE PARTY.
STAT	S	EQUIPMEN	IT	
	1200	0 /	0	2
	960	200		
ack	890		0	m.
fanca	930		0	



TRAITS HIT SQUAD BIG HITTER 16 Increases damage dealt by attacks, skills and abilities Monster can launch multiple attacks in succession (3 attacks)

SLEEPY TOUCH **HEALTH PROFESSIONAL** Boosts healing spell effects while decreasing Can put enemies to sleep with a successful attack. MP consumption.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	_	Sleep	Immune
Woosh	Vulnerable	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	2.1	Ban Dance		Decelerate	-
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	-
Sizz	_	Dazzle	_	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	-
SYNTHESIZE	(Lineage) hargon x khalamari; hargon x buffalogre; hargon x living statue
EVENT	
	RAGONQUEST MONSTERS-JOKER



HIT SQUAD

10 BIG HITTER

16

trait, this percentage will increase.

Monster can launch multiple attacks in succession. Increases damage dealt by attacks, skills and abilities

CRAFTY CRACKER

Reduces enemies' resistance to Crack-type magic Has no effect on enemies who are impervious to Crack-type magic.

RESIST	ANCES						
Frizz	_	Donk	Vulnerable	Peison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic		Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	Immune	Sap	-
Zap	_	Ice Breath		Ban Dance	_	Decelerate	-
Zam	_	Whack	Immune	Confusion		Dim	-
Sizz	Heals	Dazzie	_	Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) buffalogre x mohawker
EVENT	_



FAST LEARNER Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this

RESIST	ANCES						
Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	_	Gobstopper	_	Sap	
Zap	100	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzie	-	Inaction	Immune	Magical Sabotage	_

HOW TO OR	
SCOUT	Cragravation (clear); Bernusoleum (night)
SYNTHESIZE	(examples) gold golem x orc; dancing flame x angel slime
EVENT	



Frizz	-	Donk	-	Poison	-	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	_	Sieep	
Woosh	=	Blade Blunter		Fizzle	_	Sag	_
Crack	_	Fire Breath	-	Gobstopper	_	Sap	_
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	Immune	Dazzle	_	Inaction	_	Magical Sabotage	_

HOW TO DE	HOW TO OBTAIN							
SCOUT	-							
SYNTHESIZE	(Lineage) metal dragon x great dragon							
EVENT								



RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	_
Woosh	-	Blade Blunter	_	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	2
Sizz		Dazzle	_	Inaction	_	Magical Sabotage	Immune

Monster recovers a little MP each time it acts in battle.

20

HOW TO OB	HOW TO OBTAIN						
SCOUT	_						
SYNTHESIZE	(examples) ethereal serpent x rotten egg; gasbagon x dark slime knight						
EVENT							



MONSTER FAMILY F RANK







Boosts Sizz-type magic effects while decreasing MP consumption.

13

15

380 500 FRIZZ & SIZZ

TRAITS SIZZMEISTER 28

36 POISONOUS TOUCH Can poison enemies when attacking.

Paralysis Frizz Poison Drain Magic Abiliterator Bano Sao Woosh Immune Blade Blunter Fizzle Gobstoppe Sap Fire Breath Crack Ban Dance Decelerate Zap Ice Breath Zam Whack Confusion Dim Magical Sabotage Immune Inaction Sizz Immune Dazzle

Treepidation (raining) SCOUT SYNTHESIZE (examples) hell hornet x argon lizard; swarmtroopers x healslime

# **METAL DRAGON**

MONSTER FAMILY C RANK

EQUIPMENT





100 ASSASSIN

TRAITS

Defense Agility Wisdon

MAX STATS

650 320 630

650

490

PERILOUS PARRIER Monster will usually sustain more damage, but will occasionally take none.

**CRAFTY BLADE BLUNTER** 169

Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter.

Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	_
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	Immune

HOW TO OBTAIN					
SCOUT					
SYNTHESIZE	(Lineage) red dragon x metal slime knight; red dragon x hunter mech				
EVENT					

# 134 MERMAN

MONSTER FAMILY . RANK

MAX STAT	2	EQUIPMENT
HP	560	0,0
MP	380	
Attack	600	2 / S / M
Defense	700	
Available	600	INSURAR AND

AQUAPOTHECARY TRAITS

CRAFTY ABILITERATOR 168 Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

#### Paralysis Frizz Donk Drain Magic Sleep Abiliterator Bang Woosh Blade Blunter Fizzle Sag Gobstopper Sap Crack Fire Breath Decelerate Ban Dance Zap ice Breath Whack Confusion Dim Zam Inaction Magical Sabotage Sizz Dazzie Immune

HOW TO OB	TAIN
SCOUT	Unshore (clear)
SYNTHESIZE	(examples) bookin archer x hackasaurus; night emperor x dragon slime
EVENT	

#### METAL KAISER SLIME

MONSTER FAMILY

10010021002100	STREET, SOR	DESSESSESSES	M 8 1 3
	EQUIPMEN"		
48	0	0 /	28
890	-8		
480	0	CX	m
	1000 W	170	DESERTED V

MAX STATS 900 920

25 **BANG & ZAM** TRAITS **EARLY BIRD** METAL BODY 9 Cuts damage sustained from enemy attacks to 1/3 Monster will attack first in battle.

TIMID BIG HITTER 47 16 Increases damage dealt by attacks, skills and abilities. Monster can occasionally become excessively timid and refuse to act.

RESISTANCES							
Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	-	Sag	-
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	-
Zap	Immune	ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	-	Inaction	Immune	Magical Sabotage	Immune

SCOUT	
SYNTHESIZE	(Four-body) metal slime x metal slime x metal slime knight x liquid metal slime
EVENT	-
	THE PROPERTY MONSTERS JOKES







SYNTHESIZE (examples) behemoth slime x phantom fencer; angel slime x firn flend



RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	- T-	Gobstopper	-	Sap	-
Zap	_	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	-
Sizz		Dazzle		Inaction	_	Magical Sabotage	-

HOW TO OBTAIN						
SCOUT	Necropolis					
SYNTHESIZE	(Lineage) cannibox x golem; (examples) mecha-mynah x ethereal serpent; dancing flame x grim rider					
EVENT						

EVENT





**PSYCHO** 

MONSTER FAMILY





280 200 TRAITS

GUERILLA

99 3

Allows monsters to psyche up in battle.

71 LOOTIST The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait. this chance will increase further.

RESIST	ANCES						
Frizz	THE PROPERTY OF THE PARTY OF TH	Donk	_	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	1-	Blade Blunter	-	Fizzle	-	Sag	
Crack	-	Fire Breath	-	Gebstopper	-	Sap	-
Zap	-	Ice Breath	Vulnerable	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	1-	Dazzie	Immune	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	Doubtback
SYNTHESIZE	(examples) platypunk x swarmptroopers; platypunk x dracky
EVENT	

### 156 MISSING LYNX







MISSING LYNX

The monster's imposing presence can immobilise

enemies at the start of a battle.

167

67

TRAITS

GRAND SLAMMER

410

Attacks strike all enemies and damage dealt by skills and abilities increases.

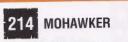
CRAFTY WOOSHER

Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES							
Frizz		Donk	-	Poison	Immune	Paralysis	50% Resist
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	Heals	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap		Ice Breath		Ban Dance	-	Decelerate	-
Zam	-	Whask	Immune	Confusion	Immune	Dim	-
Sizz	_	Dazzle	-	Inaction	Immune	Magical Sabotage	-

IMPOSING

HOW TO OB	TAIN
SCOUT	Doubtback
SYNTHESIZE	
EVENT	-



MONSTER FAMILY

The State of the S
200

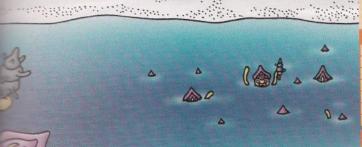
MAX STAT	S	EQUIPMENT	ī	
HP	940	0	001	2
	330	-		9
Attack	770	N	0	m
Defense	850	7	00 V	W v
Agility	420	0	SKILL	Son Married
Wisdom	520	2	WHITEKN	HIGHT

CRITICAL MASSACRE

Doubles the chance of landing a critical hit.



75



RESISTANCES							
Frizz	1-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	1-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	1-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	1-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	_	Inaction	_	Magical Sabotage	-

The second second	
HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) buffalogre x wild silme; buffalogre x great sabrecat; buffalogre x bone baron
EVENT	
ness have been	



TRAITS

**PSYCHO** 

Allows monsters to psyche up in battle

SIZZMEISTER

Boosts Sizz-type magic effects while decreasing MP consumption.

Frizz	-	Donk	-	Poison	-	Paralysis	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	12	Blade Blunter	_	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	Immune	Dazzie	-	Inaction	-	Magical Sabotage	-

#### SCOUT SYNTHESIZE (Lineage) buffalogre x satyr; buffalogre x pan piper EVENT



1010 1020

HIT SQUAD

TRAITS

MORTELLA

Increases damage dealt by attacks, skills and abilities Monster can launch multiple attacks in succession. (2 attacks)

PARALYSING TOUCH

Can paralyse enemies when attacking.

**HECKLING HECTOR** 

BIG HITTER

When an enemy's tension increases in battle, all foes tension will automatically decrease.

RESISTANCES							
Frizz	_	Dank	_	Poison	_	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	
Woosh	-	Blade Blunter	Vulnerable	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap		Ice Breath	immune	Ban Dance	-	Decelerate	Immune
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz		Dazzle	227	Inaction	-	Magical Sabotage	120

CILL	Ductio	macron	(vingrear carotage)			
HOW TO OB	TAIN					
SCOUT	_					
SYNTHESIZE	(Lineage) overkilling machine x Dual Duellers; overkilling machine x Thornella; overkilling machine x Dorsal Fiend; overkilling machine x Exorsus					
EVENT	-		and the same of th			



MORTAMOR

20

TRAITS

3

28

HIT SQUAD

10 BIG HITTER Monster can launch multiple attacks in succession. (2 attacks)

Increases damage dealt by attacks, skills and abilit

146

16

164

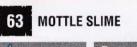
MAGIC REGENERATOR

1260

Monster recovers a little MP each time it acts in battle.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	Vulnerable	Fizzle	-	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	_	Sap	_
Zap	-	Ice Breath	Immune	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune.	Dim	-
Sizz	-	Dazzle	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) nimzo x estark
EVENT	



MONSTER FAMILY

MAX STATS EQUIPMENT 550 300

460 450 410 330

**WOOSH & SIZZ** 40

161

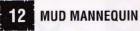
16

CRAFTY ZAPPER

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to

Frizz Dank Poison Paralysis Drain Magic Sleep Bang Blade Blunter Woosh Fizzle Sag Crack Fire Breath Gobstopper Sap Decelerate Ice Breath Ban Dance Immune Zan Zam Whack Confusion Dim Immune Sizz Dazzie Inaction Magical Sabotage

SCOUT	Chance encounter with Dragon Quest VI
SYNTHESIZE	(examples) shell slime x headhunter; slime x snowbird
EVENT	



MONSTER FAMILY F RANK

S



MAX STATS

EQUIPMENT 490 350 390 460 300 100

DANCER 107

TRAITS

CRAFTY DANCE BANNER

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

Paralysis Frizz Vulnerable Donk Poison Drain Magic Sleep Bang Abiliterator Blade Blunter Sag Woosh Gobstopper Sap Fire Breath Crack Ice Breath Ban Dance Decelerate Whack Dim Zam Magical Sabotage Dazzie Sizz Immune Inaction

HOW TO OR	TAIN
SCOUT	Treepidation
SYNTHESIZE	(examples) bag o' laughs x platypunk; mischievous mole x stump chump
EVENT	_

# 29 MUDDY HAND

MONSTER FAMILY F RANK

S

MATERIALIST



TRAITS

178

430



RESIST	ANCES						
Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator		Drain Magic	=	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Grack	_	Fire Breath		Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	_	Whack	_	Confusion	-	Dim	_
Sizz	-	Dazzie	Immune	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Treepidation
SYNTHESIZE	(examples) funghoul x winky; funghoul x dracky
EVENT	







V	N X	É
16		
9	0	
9		
0	~	

WAX STAT	S	EQUIPMEN	T			
HP	600	2 1	(2)	8 1		19
MP	600	10000	INCOME.	MODELIN .	0	0
Attack Defense	600 650	8 1	50	1		
Agility	500	889488	SKILL	ACCURATE AND ADDRESS OF THE PARTY OF T	AND ESSENT	SERVICE N
Wisdom	800	9 1	MAGE All	n		88

RESIST	ANCES					Sales Sales	
Frizz		Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap		Ice Breath		Ban Dance	-	Decelerate	Immune
Zam	-	Whack	_	Confusion	-	Dim	Vulnerable
Sizz	_	Dazzie		Inaction	-	Magical Sabotage	-

HOW TO DE	
SCOUT	
SYNTHESIZE	(Lineage) jum x Material Family; boe x Material Family; boh x Material Family
EVENT	

₽ MO	NSTER F	AMILY	S RAN		SIZE
MAX STAT	S	EQUIPMEN	(T		
HP	920	0/	(2)	1	28
MP	600				
Attack	999	N	O		In
Defense	999	0	20	~	9

255 мимвон-јимвое

350 800 BARRICADE

BANGMEISTER Boosts Bang-type magic effects while decreasing MP consumption.

RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	100	Fire Breath		Gobstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	12	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO DE	ITAIN
SCOUT	
SYNTHESIZE	(Four-body) jum x boe x mum x boli
EVENT	
	RAGONQUEST MONSTERS-JOKOP

92

23



Zam

Sizz

Can put enemies to sleep with a successful attack

Whack

Dazzie

Frizz Donk Paralysis Bang Abiliterator Drain Magic Sleep Woosh Blade Blunter Fizzle Sag Crack Fire Breath Sap Immune Zap Ice Breath Ban Dance Decelerate

Confusion

Magical Sabotage

Inaction

Bemusoleum (night) SYNTHESIZE (examples) drohl drone x heedoovoodoo; drohl drone x dracky EVENT



TRAITS

CRACKMEISTER

Boosts Crack-type magic effects while decreasing MP consumption.

25 CRAFTY ICE BREATHER Reduces enemies' resistance to Ice Breath, Has no effect on enemies who are impervious to Ice Breath

113

171

67

**NIGHTMARE** 

**CRAFTY SLEEPER** 182 Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES							
Frizz	-	Donk	-	Paisan	-	Paralysis	-
Bang	27	Abiliterator	_	Drain Magic	Vulnerable	Sleep	_
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	Immune	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Immune	Whack	Immune	Confusion	_	Dim	_
Sizz	-	Dazzle	-	Inaction	-	Magical Sabetage	-

SYNTHESIZE (Lineage) bjorn x night clubber EVENT



**PSYCHO** 3 Allows monsters to psyche up in battle

**CRAFTY INACTIVIST** 180 Reduces enemies' resistance to missing a turn. Has no effect on enemies who are reistant to missing a turn

RESIST							
Frizz	_	Donk	-	Poison		Paralysis-	Vulnerable
Bang	-	Abiliterator	Immune	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	1
Crack	-	Fire Breath	-	Gobstopper		Sap	
Zap	-	Ice Breath	_	Ban Dance		Decelerate	_
Zam	-	Whack	2	Confusion	-	Dim	-
Sizz	_	Dazzle	775	Inaction	-	Magical Sabotage	

HOW TO OB	
SCOUT	Unshare (fag)
SYNTHESIZE	(Lineage) komodo x Material Family
EVENT	



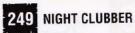
TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

The monster's imposing presence can immobilise enemies at the start of a battle.

RESIST	ANCES						
Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	Vulnerable
Bang	_	Abiliterator		Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	Immune
Crack	Immune	Fire Breath	_	Gobstopper	-	Sap	Immune
Zap	-	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	-	Whack	Reflects	Confusion	-	Dim	-
Sizz	-	Dazzle	_	Inaction	-	Magical Sabotage	_

HOW TO OB	
SCOUT	
SYNTHESIZE	
EVENT	After 200 communication battles, every 10 communication battles offer a reward. There is a small chance of nemeslime being the reward.



MONSTER FAMILY S RANK





MAX STATS 999 MP 350 999 Attack 999 500





EQUIPMENT



MARTYR

111

LAST WORD

Monster will attack last in battle.

GIANT KILLER

Monster can deal heavy damage to large monsters.

RESIST	ANCES						
Frizz	-	Donk	Immune	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	1-	Ice Breath	_	Barr Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) boss troll x frou-frou; boss troll x pazuzu
EVENT	_

# **NIGHT EMPEROR**

RANK DONSTER FAMILY DE RANK

EQUIPMENT

BAD BREATH



97

1

182

TRAITS

8

34

MAX STATS

570

520

480

530

280

540

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

CRAFTY SLEEPER

Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep,

RESIST	ANCES						
Frizz	1-	Donk	Immune	Poison	-	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	Immune
Woosh	_	Blade Blunter	_	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	_	Sap	-
Zap	_	ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	-	Confusion	-	Dim	77
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

Sizz	-	Dazzle	<u> </u>	Inaction	1-	Magical Sabotage   -	
HOW TO	OBTAN						
SCOUT		agravation (clear				- W M M M M M M M.	
SYNTHESIZ	E (ex	amples) teeny s	anguini x sna	il silme; mischievo	ous mole x d	ancing devil	
EVENT							



MONSTER FAMILY A RANK



tu.			Miles	LESS CONTRACTOR	DOM:
MAX STAT	S	EQUIP	MENT	The second	
нР	780	0	1	(2)	8
MP	420			THE COLUMN TWO IS NOT	
Attack	810	W	.,	CX	m V
Defense	850		~		

580 55 800 SIZZ & ZAM

TRAITS

METAL BEATER

Damage inflicted on enemies with metal bodies will increase by 1 point.

7 Prevents enemies from using Artful Dodger.

RESIST							
Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	Immune
Crack	Immune	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	toa Breath	Immune	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
Sizz		Dazzle		Inaction	I-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) wailin' weed x demon-at-arms; bona constrictor x gripevine
EVENT	

# NIMZO

??? MONSTER FAMILY



145

184

MAX STATS 1200 720 580 1050 970 690 NIMZO

TRAITS

6

DOUBLE TROUBLE

4 Monster will act twice in succession when not given specific orders.

BIG HITTER

Increases damage dealt by attacks, skills and abilities

DISRUPTIVE WAVE

Disruptive Wave may be launched automatically during battles.

CRAFTY SAPPER

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESIST	ANCES						
Frizz	_	Donk	-	Poison	Immune	Paralysis	Immune
Bang	_	Abiliterator		Drain Magic	-	Sleep	Immune
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	Vulnerable
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	_
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzie	-	Inaction	Immune	Magical Sabotage	-

SCOUT	
SYNTHESIZE	(Lineage) baramos x khalamari, baramos x drakulard
EVENT	
	MONSTERS JONG



C RANK





108 BOMBARDIER

TRAITS

ABLE AMBUSHER

210

Doubles the chance of launching pre-emptive strikes.

CRAFTY BANGER

Reduces enemies" resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	Immune	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	Immune
Sizz		Dazzle	-	Inaction		Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) aquestrian gladiator x dragon slime; barracuda x merman
EVENT	Chance encounter with Dragon Quest VI

## 292 NOKTURNUS

MONSTER FAMILY



740 CRUSADER 103

HIT SQUAD

30

161

Monster can launch multiple attacks in succession.

10 COUNTERSTRIKER Monster may launch a counter-attack when attacked

12

INTIMIDATING

68 Can intimidate enemies and immobilise them at the start of a battle.

RESIST	ANCES						
Frizz	Immune	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator		Drain Magic	-	Sleep	-
Woosh	_	Blade Bluriter	-	Fizzle	-	Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	Immune
Zap	Immune	Ice Breath	-	Ban Dance	-	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	->	Dim	Immune
Sizz		Dazzle	_	Inaction	-	Magical Sabotage	_

HOW TO OB	TAIN	Ų
SCOUT		
SYNTHESIZE	(Lineage) dhuran x Dr Snapped	
EVENT		











BERSERKER 110

MAX STATS

CRAFTY ABILITERATOR

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator

CRAFTY BLADE BLUNTER

Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter

RESIST	ANCES						
Frizz	-	Donk	Immune	Poison	-	Paralysis	-
Bang	-:	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam		Whack	-	Confusion	Immune	Dim	-
in the second				4		THE RESERVE OF THE PARTY OF THE	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) jumping jackal x paws; merman x yabby
EVENT	



21



MONSTER FAMILY B RANK





480 540 640 500 520

MAX STATS

590

EQUIPMENT

THUNDERWIND SLASHES

68

TRAITS

ABLE AMBUSHER

Doubles the chance of launching pre-emptive strikes,

a horas medi	and the same of th			THE RESIDENCE OF	and the same		
HESIST	ANCES						
Frizz	-	Donk	_	Poison	-	Paralysis	10 -
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Weash	-	Blade Blunter	-	Fizzle	-	Sag	Immune
Crack	-	Fire Breath	-:	Gobstopper	-	Sap	- Table
Zap	_	los Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	Vulnerable	Confusion	-	Dim	

HOW TO DE	TAIN
SCOUT	Unshore
SYNTHESIZE	(examples) dangler fish x puppeteer; lesser demon x merman
EVENT	

### ORC

MONSTER FAMILY

550 330 620 550 450

SPEEDSTER

TRAITS

30

HEALTH PROFESSIONAL

350

Boosts healing spell effects while decreasing MP consumption,

Paralysis Frizz Donk Poison Drain Magic Sleep Immune Abiliterator Bang Sag Blade Blunter Fizzle Woosh Fire Breath Gobstopper San Decelerate ice Breath Ban Dance Zap Dim Confusion Zam Whack Dazzle Inaction Magical Sabotage

SCOUT -	
SYNTHESIZE (examples	fencing fox x crabid; night emperor x rubble slime
EVENT -	

### **ORGODEMIR**

Dazzie

222 MONSTER FAMILY





Magical Sabotage

MAX STATS EQUIPMENT 1130 1090 910 1110 670 1230 MUSPELL

105

TRAITS

HIT SQUAD (2 attacks)

BIG HITTER

16

Increases damage dealt by attacks, skills and abilities. Monster can launch multiple attacks in succession.

CRAFTY FIRE BREATHER

CRAFTY ICE BREATHER

171

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

RESIST	RESISTANCES								
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune		
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	Immune		
Woosh	-	Blade Blunter	-	Fizzle		Sag	-		
Crack	_	Fire Breath	Reflect	Gobstopper	-	Sap	-		
Zap	-	ice Breath	Reflect	Ban Dance	Vuinerable	Decelerate	-		
Zam	-	Whack	Immune	Confusion	50% Resist	Dim	-		
Sizz	-	Dazzie		Inaction	Immune	Magical Sabotage			

THE RESIDENTIAL PROPERTY.	AND THE PROPERTY OF THE PROPERTY OF THE PARTY OF THE PART
HOW TO OB	TAIN IN COLUMN C
SCOUT	
SYNTHESIZE	(Lineage) mortamor x alabast dragon
THENT	

#### 279 OROCHI MONSTER FAMILY **MAX STATS** EQUIPMENT 2420 360 610 930 370 590 154 ORCCHI

TRAITS

HIT SQUAD

Monster can launch multiple attacks in succession (2 attacks)

10

GRAND SLAMMER

17 Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL GENIUS

when not given specific orders.

Monster will carry out an action 1-3 times in a row

CRAFTY FIRE BREATHER

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are Impervious to Fire Breath.

RESISTANCES							
Frizz	_	Donk	_	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh		Blade Blunter		Fizzle	-	Sag	-
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzle		Inaction	Immune	Magical Sabotage	-

HOW TO OBTAIN				
SCOUT				
SYNTHESIZE	(Four-body) wormonger x missing lysx x bjorn x empyrea			
EVENT				
	TARGENQUEST MONSTERS-JOKOP			



DOUBLE TROUBLE

4 HIT SQUAD

10

Monster will act twice in succession when not given

Monster can launch multiple attacks in succession.

CRAFTY INACTIVIST

180 Reduces enemies' resistance to missing a turn. Has no effect on enemies who are reistant to missing a turn.

RESISTANCES							
Frizz	_	Donk	_	Poison	Immune	Paralysis	_
Bang	Vulnerable	Abiliterator	-	Drain Magic	-	Sleep	
Woosh	_	Blade Blunter	Immune	Fizzle	_	Sag	
Crack		Fire Breath	_	Gabstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	$\geq$	Decelerate	-
Zam	_	Whack	Immune	Confusion	_	Dim	-
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	-
SYNTHESIZE	(Four-body) killing machine x killing machine x balhib x balhib
EVENT	Chance encounter with Dragon Quest VI



52 PAN PIPER

E RANK

EQUIPMENT

MONSTER FAMILY

MAX STATS



HEUKEING HEUTON	62
When an enemy's tension increases in battle, all foes' tension will automatically decrease	The state of the s

Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	_
Crack	Immune	Fire Breath	_	Gebstopper	-	Sap	-
Zap	-	ice Breath	-	Ban Dance	-	Decelerate	Immune
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	

HOW TO OBTAIN						
SCOUT	Unshore					
SYNTHESIZE	(examples) treeface x slime stack; scorpion x merman					
EVENT						



WOOSHMEISTER	24
Boosts Woosh-type magic effects while decreasing MP consumption.	

162

Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to

**CRAFTY WOOSHER** 

RESISTANCES							
Frizz	-	Donk	-	Poison	_	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	<u></u>
Woosh	-	Blade Blunter	-	Fizzle	_	Sag	_
Crack	Immune	Fire Breath	_	Gobstopper	_	Sap	-
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam	-	Whack	Immune	Confusion	_	Dim	-
Sizz	_	Dazzie	_	Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) silvapithecus x king squid; silvapithecus x gigantes; silvapithecus x jamirus
EVENT	



S







Detaile	3/0	Bellenn
Agility	700	6
Wisdom	560	2
FIRE		

470 350

510

WIND BLOWER

MONSTER FAMILY B RANK EQUIPMENT MAX STATS 580 580 Attack 500 Defense 580 Agility 820



37

1

37

TRAITS

MAX STATS

ARTFUL DODGER

Doubles the chance of evading enemy attacks.

GIANT KILLER

Monster can deal heavy damage to L monsters.

RTF	III D	one	ER
 mile	ULD	000	

TRAITS

73

1

34

Doubles the chance of evading enemy attacks.

CONFUSING TOUCH

620

Can confuse enemies when attacking.

167 PHANTOM

**SWORDSMAN** 

Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	Immune	Blade Blunter	-	Fizzle	_	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Vulnerable	Ice Breath	-	Ban Dance	_	Decelerate	-
Zam		Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzie	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Unshore (fog); Bemusoleum (night)
SYNTHESIZE	(examples) skeleten x cross eye; stump chump x mecha-mynah
EVENT	

#### Paralysis Donk Poison Frizz Drain Magic Sleep Bang Abiliterator Blade Blunter Fizzle Sag Woosh Fire Breath Gobstopper Sap Crack Decelerate Zap Ice Breath Ban Dance Dim Whack Zam Magical Sabotage Inaction Sizz Dazzie Immune

WOOSH & ZAM

Necropolis
(Lineage) skeleton soldier x skeleton soldier
i







4	PLATYPU	NK
<b>₩</b> M0	NSTER FAMILY	F RANK





640 MP 450 Attack 600 600 740 Agility Wisdo 460 **WOOSH & CRACK** 

EQUIPMENT

MAX STATS

STRANGELY ALLURING

64

FAST LEARNER 69

31

Can dazzle enemies and immobilise them at the start of a battle.

Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

CRAFTY MAGICAL SABOTEUR

Reduces enemies' resistance to Magic Frailty. Has no effect on enemies who are impervious to Magic Frailty.

11-100	
407	

RESIST	ANCES						
Frizz		Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	+ .
Crack	_	Fire Breath	-	Gobstopper	-	Sap	
Zap	-	Ice Breath	-	Ban Dance	Immune	Decelerate	Immune
Zam		Whack	-	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	-

HOW TO 08	TAIN
SCOUT	
SYNTHESIZE	(examples) cockateer x giant moth; merman x grim rider
EVENT	

MAX STATS  HP 460  MP 300	EQUIPMENT	9~	8	
Attack 420 Defense 470 Agility 330	2 1	SKILL	4	
Wisdom 310	5 4	NATURAL	IST	121
TRAITS HIT SQUAD Monster can launch a	nultiple attacks in	n succession. (3	attacks)	10

RESIST	ANCES						
Frizz	_	Donk	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	_	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	
Zam	-	Whack	_	Confusion	-	Dim	1
Sizz	Vulnerable	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	Doubtback
SYNTHESIZE	(examples) slime x ghost; slime x stump chump
EVENT	Possible starting monster
	RAGONQUEST MONSTERS-JOKER







Inaction

Magical Sabotage

Dazzle

SYNTHESIZE (Lineage) roseguardin x ruin

HOW TO OBTAIN
SCOUT

EVENT



Chance Encounter

SCOUT

EVENT

SYNTHESIZE

RESISTANCES							
Frizz		Dank	-	Poison	_	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	_	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	_
Crack	_	Fire Breath	-	Gobstopper	_	Sap	-
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzie	_	Inaction	Vulnerable	Magical Sabotage	-

HOW TO 081	AIN
SCOUT	
SYNTHESIZE	(examples) firn fiend x khalamari kid; dancing flame x firn fiend
EVENT	_

3

167



MONSTER FAMILY I RANK



TRAITS

BIG HITTER

490

SEAL

16

MAGIC REGENERATOR

Monster recovers a little MP each time it acts in battle

CRAFTY CONFUSER 179 Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

Increases damage dealt by attacks, skills and abilities.

RESIST	RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	-	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh		Blade Blunter	-	Fizzle	Immune	Sag	_	
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	-	Sap		
Zap	_	ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	_	Whack	-	Confusion	-	Dim	-	
Sizz		Dazzle	_	Inaction	-	Magical Sabotage	_	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) green dragon x Beast Family; (examples) komodo x silvapithecus; komodo x mecha-mynah
THE REAL PROPERTY.	

# 137 RESTLESS ARMOUR

FOUIPMENT

MONSTER FAMILY

600

360

630

740

480

420



ANTI-DRAGON

TRAITS **PSYCHO** 

MAX STATS

MP

93

20

Allows monsters to psyche up in battle.

CRAFTY DONKER

Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESIST	ANCES						
Frizz	-	Donk	_	Poison	-	Paralysis	-
Bang		Abiliterator	-	Drain Magic	-	Sleep	-
Woosh		Blade Blunter	Immune	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	_	Sap	-
Zap	_	ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Bemusoleum (clear, day)
SYNTHESIZE	(examples) walking corpse x king kelp; bona constrictor x merman
EVENT	



7777 MONSTER FAMILY X RANK

760

MAX STATS

Attack

Agility



999 510 950 999 999





RHAPTHORNE

TRAITS ARTFUL DODGER

Doubles the chance of evading enemy attacks.

DISRUPTIVE WAVER Disruptive Wave may be launched automatically during battles.

Paralysis Donk Poison Sleep Drain Magic Abiliterator Bang Sag Blade Blunter Fizzle Sap Fire Breath Gobstopper Srack Vulnerable Decelerate Ice Breath Zac Dim Confusion Whack Immune Magical Sabotage

	- Committee of the comm
HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Lineage) dhoulmagus x nimzo; dhoulmagus x mortamar
EVENT	

#### 296 RHAPTHORNE II X RANK

777 MONSTER FAMILY

MAX STAT	S	E
HP	1960	-
MP	1180	1
Attack	660	-
Defense	1000	-
Agility	550	10000
Wisdom	610	and a linear

143 RHAPTHORNE II

TRAITS

142

61

HIT SQUAD

Monster can launch multiple attacks in succession (2 attacks)

GRAND SLAMMER

17 Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL TROOPER

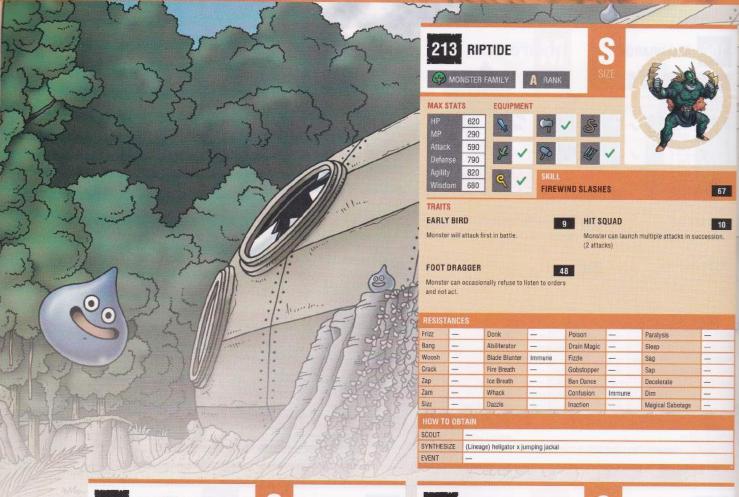
Monster will carry out an action once or twice in a row when not given specific orders.

**CRAFTY ZAMMER** 

Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES								
Frizz		Donk	Immune	Poison	Immune	Paralysis	Immune	
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	Immune	
Woosh	-	Blade Blunter		Fizzle		Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Vulnerable	
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	-	
Sizz		Dazzle	-	Inaction	Immune	Magical Sabotage	-	

HOW TO O	BTAIN
SCOUT	
SYNTHESIZE	(Lineage) rhapthorne x zoma; rhapthorne x orgodemir
EVENT	
	RAGONQUEST MONSTERS-JOKGE





Chance encounter

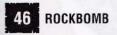
SYNTHESIZE

EVENT



28

15



MONSTER FAMILY E BANK



MAX STATS EQUIPMENT

600 150 490 680 230 490

111

TRAITS

Sizz

PSYCHO

3

Allows monsters to psyche up in battle.

MARTYR

Frizz Donk Poison Paratysis Immune Abiliterator Drain Magic Sleep Band Woosh Blade Blunter Fizzle Sag Fire Breath Gobstopper Sap Crack Zap Ice Breath Ban Dance Decelerate Whack Confusion Dim

SCOUT Doubtback SYNTHESIZE (examples) cheeky tiki x weakon beakon; spitnik x drohl drone

Inaction

Magical Sabotage

**ROTTEN EGG** 

Dazzle

MUNSTER FAMILY



640 680 580 460 GREEN FINGER 126

TRAITS

MAX STATS

590 330

COUNTERSTRIKER

Monster may launch a counter-attack when attacked.

**CRAFTY SIZZER** 166

Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to

RESIST	ANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	_	
Bang	-	Abiliterator		Drain Magic	Immune	Sleep	-	
Woosh	_	Blade Blunter	227	Fizzle	_	Sag	<u>-</u>	
Grack	-	Fire Breath	-	Gobstopper		Sap	-	
Zap	Immune	Ice Breath		Ban Dance	_	Decelerate	-	
Zam	Immune	Whack	-	Confusion	-	Dim	-	
Sizz	1	Dazzle	200	Inaction		Manical Sahotane	-	

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(examples) dark slime x skeleton soldier; dark slime x dancing flame
EVENT	

# 224 ROSEGUARDIN

MONSTER FAMILY A RANK

MAX STATS 620 400 730

610 560 560 DIMINISHER

TRAITS

COUNTERSTRIKER

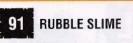
Monster may launch a counter-attack when attacked.

TACTICAL TROOPER

Monster will carry out an action once or twice in a row when not given specific orders.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	Vulnerable
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	_	Fire Breath	-	Gobstopper	- T	Sap	-
Zap	-	Ice Breath	=	Ban Dance	-	Decelerate	-
Zam	-	Whack	Vulnerable	Confusion	-	Dim	-
Sizz	1-	Dazzle		Inaction	-	Magical Sabotage	-

(Lineage) lethal armour x riptide; lethal armour x bone baron



MONSTER FAMILY

MAX STAT	S	EQUIPME	NT	
HP	630	0	0/	2
MP	160	9		9
Attack	610	0	03.1	m
Detense	650	4	00	A V
Agility	390		eviri	Marie Could

410 BANG & SIZZ

TRAITS

12

PERILOUS PARRIER

Monster will usually sustain more damage, but will occasionally take none.

RESIST	ANCES						
Frizz	Immune	Donk		Poison	-	Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	_	Sap	Immuna
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	_
Sizz	200	Dazzle		Inaction	_	Manical Sahotane	_

HOW TO OR	TAIN
SCOUT	Cragravation; Bernusoleum
SYNTHESIZE	(examples) slime knight x flyguy; silme x lesser demon
EVENT	
	RAGONQUEST MONSTERS-Joker

EVENT







HESIS	ANCES						
Frizz	-	Dank	-	Poison	Immune	Paralysis	Immune
Barig	Immune	Abiliterator	Vulnerable	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzie	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap .	Immune	Ice Breath	_	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	_
Sizz	-	Dazzle	_	Inaction	Immune	Magical Sabotage	-

HOW TO OBTAIN						
SCOUT						
SYNTHESIZE	(Four-body) trauminator x overkilling machine x killing machine x trap box					
EVENT						

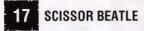
	111111	NAME AND ADDRESS OF THE PARTY O					1
MAX STAT	S	EQUIPA	MENT				9
HP	460	0	1	0	2		
	270	-	_	U		100	
	450	S		0 /	m		
Defense	420	1		~	CCC/		
	300	6		SKILL			
	500	2	V	DANCER			

Scout gauge can be	boosted wh	en a show	of strength is la	sunched.	

RESISTANCES							
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	=	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	Vulnerable
Sizz	-	Dazzie	-	Inaction		Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Doubtback
SYNTHESIZE	(examples) mischievous mole x capsichum; mischievous mole x dracky
EVENT	





MONSTER FAMILY F RANK



127

3

250 HIVE MIND TRAITS **PSYCHO** 

Allows monsters to psyche up in battle

CRAFTY PARALYSER 181 Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

Frizz Vulnerable Donk Paralysis Drain Magic Immune Bang Abiliterator Sleep Woosh Blade Blunter Fizzle Sag Crack Fire Breath Gobstopper Sap Zap Ice Breath Ban Dance Decelerate Whack Confusion Dim Dazzie Magical Sabotage Inaction Sizz

HOW TO OB	
SCOUT	Treepidation
SYNTHESIZE	(Lineage) scorpion x yabby
EVENT	

# 93 SCORPION

MAX STATS

MONSTER FAMILY I RANK





127

35

TRAITS CRITICAL MASSACRE Doubles the chance of landing a critical hit.

HIVE MIND

PARALYSING TOUCH Can paralyse enemies when attacking.

RESIST	ANCES						
Frizz	Vulnerable	Donk		Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzie	-	Inaction	-	Magical Sabotage	-

HOW TO DB	TAIN
SCOUT	Cragravation
SYNTHESIZE	(Lineage) crabid x Nature Family
EVENT	









**MAX STATS** EQUIPMENT 620 420 530 600 540 520 61 ICE

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks

CRAFTY ICE BREATHER 171 Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

	ANCES						
Frizz	-	Donk	Vulnerable	Paison	-	Paralysis	_
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	_	Fizzle	-	Sag	-
Crack		Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	_
Zam	-	Whack	_	Confusion		Dim	-
Sizz	-	Dazzle	=	Inaction		Magical Sabotage	-

SCOUT	
SYNTHESIZE	(Lineage) seasaur x eveel
EVENT	

	EQUIPMENT			1	Y
660	2	(2)	S	ANA	
120	STATE OF THE PARTY	DESCRIPTION OF THE PERSON OF T			1940
-	83 1	801	@ 1		
240		SKILL	ROBODION CONTRACTOR		AND THE PARTY OF THE
200	2		ORE		12
	120 710 740 240	660 120 710 740 240	660 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	660 120 710 740 240 240 240 35 45 45 45 45 45 45 45 45 45 45 45 45 45	660 120 710 740 8 2 SKILL

Frizz	-	Donk	-:	Peison	-	Paralysis	-
Bang	_	Abiliterator		Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	_
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	Immune	Dazzie	_	Inaction	=	Magical Sabotage	-

HOW TO OB	
SCOUT	Unshore (fog)
SYNTHESIZE	(examples) gasbason x rubble slime; komodo x angel slime
EVENT	
	RAGONQUEST MONSTERS-JOKOF





SCOUT

SYNTHESIZE

Iceloation (night); Cragravation

(examples) cannibox x teeny sanguini; dancing flame x dancing devil



SYNTHESIZE (examples) wild slime x mummy boy; slime x wild slime



176



MONSTER FAMILY

670 710



MAX STATS EQUIPMENT 770 540 750 680

TRAITS

COUNTERSTRIKER 12 Monster may launch a counter-attack when attacked

ICEPOLSION SLASHES

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

	TANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	Immune	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	Immune.	Fizzle		Sag	Immune
Grack	-	Fire Breath	-	Sobstopper		Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	_	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	_

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Lineage) metal kaiser slime x metal kaiser slime
EVENT	Chance encounter with Dragon Quest IX

# 103 SILVAPITHECUS

MAX STATS EQUIPMENT 530 460 460 540

480 560 DIABOLIST

CRAFTY FIZZLER

Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to

RESIST							
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang		Abiliterator		Drain Magic	Vulnerable	Sleep	-
Woosh	-	Blade Blunter		Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	1-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	->	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	Cragravation (clear); Necropolis
SYNTHESIZE	(examples) cross eye x orc; lesser demon x angel slime
EVENT	



240 **CRACK & ZAM** 46 TRAITS CRACKMEISTER

25 Boosts Zam-type magic effects while decreasing MP consumption.

ZAMMEISTER 27 Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES										
Frizz	-	Donk		Poison	=	Paralysis	-3			
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-			
Woosh	-	Blade Blunter	-	Fizzle	TEX.	Sag	-			
Crack.	-	Fire Breath	-	Gobstopper	-	Sap	-			
Zap	Vulnerable	Ice Breath	_	Ban Dance	-	Decelerate	-			
Zam	-	Whack	Immune	Confusion	-	Dim	-			
Si22		Dazzla		Inaction	2	Maninal Sabotage				

Sizz -	-	Dazzle		Inaction	-	Magical Sabotage	_
HOW TO	OBTAIN			B. Bak	ule au		
SCOUT	Cra	gravation (raining	ng); Bemusole	um (night)			
SYNTHESIZ	E (Lir	neage) green dra	gon x Undead	f Family; hacksau	us x Undead	d Family	
EVENT	-					10000000	



MAX STATS 620 290 580 630

340 280 ENFEEBLER 85

CRAFTY ABILITERATOR

168 Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator

RESIST							
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic		Sleep	-
Woosh	-	Blade Blunter		Fizzle		Sag	_
Crack	-	Fire Breath		Gobstopper	-	Sap	-
Zap	Vuinerable	Ice Breath	77.	Ban Dance		Decelerate	1-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	Immune	Magical Sabotage	-

SCOUT	Unshore (fog); Bemusoleum (raining, night)
SYNTHESIZE	(examples) hyper heyedra x lesser demon; stump chump x rubble slime
EVENT	_
	RAGONQUEST MONSTERS-JOKOR



Necropolis (day)

(examples) heyedra x jumping jackal; bona constrictor x gryphon

SYNTHESIZE







HOW TO OB	
SCOUT	
SYNTHESIZE	(examples) murimy boy x frogface; stump chump x jailcat
EVENT	

Poison

Fizzle

Drain Magic

Gobstonner

Confusion

Inaction

Paralysis

Sag

Sap

Decelerate

Magical Sabotage

Frizz

Bang

Woost

Crack

Zap

Zam

Sizz

Donk

Abiliterator

Fire Breath

Ice Breath

Whack

Dazzle

EVENT



120

5

160

Bang-type magic.

CRITICAL MASSACRE

410

Doubles the chance of landing a critical hit.

**CRAFTY FRIZZER** 

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

Frizz Paralysis Donk Poison Bang **Abiliterator** Drain Magic Sleep Woosh Blade Blunter Sag Fire Breath Crack Gobstopper Sap Zap Ice Breath Ban Dance Decelerate Zam Whack Confusion Dim Dazzle Sizz Inaction Magical Sabotage

HOW TO BE	ITAIN
SCOUT	Albatross, Treepidation
SYNTHESIZE	_
EVENT	

### SLIME KNIGHT MONSTER FAMILY

MAX STA	ATS	EQUIPMENT		
HP	500	01	0	2
MP	370		NO.	
Attack	440	0	CX	Sm 1
Defense	600	2	00	W V
Agility	420		SKILL	

Wisdom 420 WHITE KNIGHT

161

75 COUNTERSTRIKER 12 Monster may launch a counter-attack when attacked.

**CRAFTY BANGER** Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to

Frizz		Donk	-	Poison	-	Paralysis	-			
Bang	1000	Abiliterator	77	Drain Magic	_	Sleep	-			
Woosh	-	Blade Blunter	Immune	Fizzle	-	Sag	-			
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-			
Zap	1-	Ice Breath	-	Ban Dance	-	Decelerate	-			
Zam	-	Whack	-	Confusion	Immune	Dim	12			
Si77	_	Dazzie	_	Inaction	_	Manical Sahotage				

OLL.	Dazas		illaction		(Magrica) Saudrage —	
HOW TO DE	TAIN					H
SCOUT	=			-		
SYNTHESIZE	(examples) snown	nangler x hellh	ound; slime x nigh	t emperor		
EVENT	-					



670 420 550 570 400 520 BANG & ZAP

22 TRAITS

HIT SOUAD 10 Monster can launch multiple attacks in succession. (3 attacks)

FAST LEARNER 69 Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this

trait, this percentage will increase.

RESISTANCES										
Frizz	-	Donk	-	Poison	-	Paralysis	-			
Bang	Vulnerable	Abiliterator	-	Drain Magic	Immune	Sleep	-			
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-			
Crack	-	Fire Breath	-	Bobstopper	-	Sap	-			
Zap	-	Ice Breath	-	Ban Dance	_	Decelerate	-			
Zam	-	Whack	_	Confusion	-	Dim	Immune			
ones.		Donale		lunation.		Annual Contraction				

Sizz		Dazzie		Inaction	1-	Magical Sabotage	-			
HOW TO	OBTAIN						WE SIN			
SCOUT	Gra	Gragravation (clear)								
SYNTHESIZ	E (ex	(examples) metal slime knight x wrecktor; angel slime x dangler fish								
EVENT	-									





MP	360	I I I I I I I I I I I I I I I I I I I	MISSMIS	Messell	
Attack	500	0	0	1807	
Defense	510	72 ~	100	44	
Agility	470	101	SKILL		
Wisdom	490	2 .	SLIMER		120
TRAITS	- Bri				
CRITICAL	MASSA	CRE			5
Doubles the	chance o	f landing a critic	al hit.		
TACTICAL	TROOP	ER			49

Monster will carry out an action once or twice in a row when not given specific orders.

	RESISTANCES							
Frizz	77.	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Waosh	-	Blade Blunter	-	Fizzle	-	Sag	-	
Crack	-	Fire Breath		Gobstopper	-	Sap	-	
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-	
Zam	-	Whack	-	Confusion	-	Dim	-	
Sizz	-	Dazzie	_	Inaction	-	Magical Sabotage	_	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) slime x slime (both must be level 20 or higher)
EVENT	
	RAGON QUEST MONSTERS-JOKOP

SCOUT

SYNTHESIZE







(Lineage) slime X x slime X (both must be level 50 or higher)



Drain Magic

Gobstopper

Ban Dance

Confusion

Inaction

Fizzle

Vulnerable

SYNTHESIZE (examples) mischievous mole x wild boarfish; mischievous mole x dancing flame

Heals

Sleep

Sag

Sap

Dim

Decelerate

Magical Sabotage

Bang

Woosh

Crack

Zap

Zam

Sizz

SCOUT

Heals

Abiliterator

Blade Blunter

Fire Breath

Ice Breath

Whack

Dazzle

Iceolation (day)

# 76 SNOWMANGLER

MONSTER FAMILY ... I PANK



EQUIPMENT 550 500 500 530 340

520

49 **CRACK & SIZZ** 

TRAITS CRACKMEISTER

Boosts Zam-type magic effects while decreasing MP consumption.

CRAFTY CRACKER

Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Grack	Heals	Fire Breath	Vulnerable	Gobstopper	-	Sap	-
Zap	2	Ice Breath	Heals	Ban Dance	-	Decelerate	-
Zam	-	Whack	_	Confusion	-	Dim	-
Sizz		Dazzle	-	Inaction		Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(examples) snail slime x skipper; slime x dancing devil
EVENT	

#### 176 SOULSPAWN

MONSTER FAMILY

420

860

440

640

800

960



EQUIPMENT







GRAVEHEART

122

10

37

TRAITS

MAX STATS

HIT SQUAD

25

163

Monster can faunch multiple attacks in succession. (3 attacks)

CONFUSING TOUCH

Cas confuse enemies when attacking.

HESIST	ANCES						
Frizz	_	Donk	-	Poison	Immune	Paralysis	-
Bang	-	Abiliterator	-:	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	_	Fire Breath	-	Gobstopper	_	Sap	-
Zap	Vulnerable	Ice Breath	_	Ban Dance	_	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	-
Sizz	Immune	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	_
SYNTHESIZE	(examples) skeleton soldier x firebird; bona constrictor x dark slime
EVENT	









MAX STA	TS	EQUIPMENT		
HP	490	0		1
MP	200	-	u	
Attack	540	M.	Ca	1
Defense	470	0- V	40	
Agility	580	0	SKILL	
Wisdom	340	2 1	NATURA	ALIST





121

3

Wisilom 340

TRAITS

**PSYCHO** 

Zap-type magic.

Allows monsters to psyche up in battle.

CRAFTY ZAPPER 164 Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to

Frizz	_	Donk	-	Paison	-	Paralysis	-
Bang	Vulnerable	Abiliterator	_	Drain Magic	Immune	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	_	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	Vulnerable	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	Iceolation
SYNTHESIZE	(examples) jalicat x mottle slime; jailcat x dracky
EVENT	

# 32 SPITNIK



EQUIPMENT

SIZE	
SIZE	
	SIZE



23

161

HР	490	0 1	0	2
MP	320	-	N N	
Attack	410	N	CS /	m
Defense	460	200		
Agility	280	6	SKILL	"e" ses
	200	2 1	FRIZZ & BAN	G

DEAD	TIPL		
RAI	10		

MAX STATS

BANGMEISTER Boosts Bang-type magic effects white decreasing MP consumption.

CRAFTY BANGER

Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	Heals	Abiliterator		Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	Vulnerable	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	Heals	Dazzie	-	Inaction	-	Magical Sabotage	-

HOW TO OB	Section 2010 Contract
SCOUT	Doubtback (clear, day)
SYNTHESIZE	(examples) wax murderer x satyr; weakon beakon x funghoul
EVENT	
	RAGONQUEST MONSTERS-JOKOR





Gobstopper

Ban Dance

Confusion

Inaction

Sap

Dim Magical Sabotage

Decelerate

Crack

Zap

Zam

Sizz

Fire Breath

Ice Breath

Whack

Dazzle





EVENT

### 158 TEENY SANGUINI X



FRIZZ & ZAP



MAX STATS EQUIPMENT

530 360 510 480 670

TRAITS

EARLY BIRD Monster will attack first in battle.

310

9 YELLOW-BELLY Monster may occasionally become flustered and

STRANGELY ALLURING

64 Can dazzle enemies and immobilise them at the start of a battle.

	TANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic		Sleep	-
Waash	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	Immune	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	Immune	Dazzle		Inaction	_	Magical Sabotage	_

NAME OF TAXABLE PARTY.	
HOW TO DE	
SCOUT	
SYNTHESIZE	(Lineage) teeny sangiuni x teeny sangiuni (both must be level 20 or higher)
EVENT	_

### 269 TEENY SANGUINI XY

MONSTER FAMILY

ÜBER HELPFUL

MAX STAT	S	EQUIPME	NT	
HP	680	0	0	2
MP	710	13		0
Attack	520	2	a	m
Defense	660	<i>y</i> v	00	
Agility	980	HAN	evor	-



220

63

TRAITS

Wisdom 780

Monster will attack first in battle.

EARLY BIRD

9 YELLOW-BELLY 46 Monster may occasionally become flustered and unable to act.

**WAVE OF RELIEF** Wave of Relief may be launched automatically during battles.

Can increase tension of all allies at the start of a battle.

RABBLE ROUSER

	FANCES						
Frizz	_	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Grack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap		Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	-	Confusion	-	Dim	
Sizz	-	Dazzle	-	Inaction	-	Magical Sahotage	-

HOW TO 08	ITAIN
SCOUT	
SYNTHESIZE	(Lineage) teeny sangluni X x teeny sangluni X (both must be level 50 or higher)
EVENT	_





EQUIPMENT





217	TORTURE	D SOUL
<b>₩</b>	NSTER FAMILY	A RANK

EQUIPMENT





104

181

MP Attack	330 880	10	~	OF A	The same
Delense foilite	980	35	70	W V	
Wisdom	630 880	9 ~	SKILL THORNEL	LA	160
TRAITO			-		

HIT SOUAD (2 attacks)

MAX STATS

HP 1210 D

Monster can launch multiple attacks in succession.

BIG HITTER

16 Increases damage dealt by attacks, skills and abilities

HEALTH PROFESSIONAL

Boosts healing spell effects while decreasing MP consumption.

RESIST	TANCES						
Frizz	-	Donk	-	Poison	-	Paralysis	2
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	Immune	Fire Breath	Vulnerable	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	Immune

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	gripevine x Dual Duellers; gripevine x Dorsal Fiend; gripevine x Mortella; gripevine x Exorsus
EVENT	

#### TRAITS CRAFTY PARALYSER

MAX STATS

Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

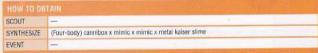
CURSADER

RESIST	ANCES						
Frizz		Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Vulnerable	Ice Breath	2	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	_	Magical Sabotage	_

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) fright knight x wailin' weed
EVENT	
	RAGONQUEST MONSTERS-JOKER



Frizz	-	Donk		Poison	-	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	=	Fizzle	_	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	100
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	
Zam	-	Whack	Immune	Contusion	-	Dim	
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-





				missing	ra turn.		
RESIST	ANCES	<b>国</b>		THE REAL PROPERTY.			
Frizz	-	Donk	-	Palson	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	Immune	Fizzle	-	Sag	Vulnerable
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	Immune	Ice Breath	-	Ban Dance	_	Decelerate	-
		140		- Charles	Levenne	Dien	

Boosts Bang-type magic effects while decreasing

Reduces enemies' resistance to missing a turn.

Immunne Magical Sabotage

Has no effect on enemies who are reistant to

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) overkilling machine x ruin
EVENT	



Ban Dance

Confusion

Inaction

(Four-body) capsichum x capsichum x stump chump;

(examples) khalamari kid x behemoth slime; scorpion x dragon slime

Decelerate

Magical Sabetage

286 TR	DESCRIPTION STATE	( RANK	SIZE	
MAX STATS  HP 880  MP 550	EQUIPMENT	9	8 1	
Attack 780 Detense 740 Agility 650 Wisdom 650	& v	SKILL	W V	
TRAITS PSYCHO Allows mansters to	osyche up in battle	3	COUNTERS  Monster may	
ESCAPE ARTIST Monster will always	be able to flee fro	18 m a battle.	When an ener	HECTOR  ny's tension increases in batile, all future at the state of t

Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	-	Abiliterator	Immune	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	Immune	Sag	-
Crack	-	Fire Breath	Immune	Gobstopper	-	Sap	-
Zap	_	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	_	Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO DE	TAIN
SCOUT	
SYNTHESIZE	(Four-body) nokturnus x xenlon x gem slime x Dual Duellers; nokturnus x xenlon x gem slime x Dorsal Fiend; nokturnus x xenlon x gem slime x Canzar
EVENT	

Zap

Zam

Sizz

SCOUT

EVENT

SYNTHESIZE

ice Breath

Whack

Dazzle



EQUIPMENT

MONSTER FAMILY RANK

690

170

850

640

690 250

GUERILLA





TRAITS

MAX STATS

CRITICAL MASSACRE

Doubles the chance of landing a critical hit.

HIT SQUAD

Monster can launch multiple attacks in succession. (2 attacks)

Frizz		Donk	_	Poison	-	Paralysis	
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	2075	Blade Blunter		Fizzle	-	Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	Vulnerable
Zam	-	Whack	-	Confusion	-	Dim	-
Sizz	-	Dazzie		Inaction	-	Magical Sabotage	_

SCOUT Necropolis (day)

SYNTHESIZE (examples) abyss diver x magic slime; gasbagon x dark silme

219 ULTRA SLIME

MONSTER FAMILY A RANK

390

550

590 890

S



CLERIC



TRAITS

99

5

10

MAX STATS

EARLY BIRD

Monster will attack first in battle.

GIANT KILLER

34 Monster can deal heavy damage to large monsters

115

CLOSE SCRAPER

Enables monster to survive fatal damage with 1HP.

FOOT DRAGGER

48 Monster can occasionally refuse to listen to orders and not act.

Frizz		Donk	_	Poison		Paralysis	-
Bang	-	Abiliterator	-	Drain Magic	_	Sleep	-
Woosh	Immune	Blade Blunter	-	Fizzle	_	Sag	Immune
Crack	_	Fire Breath	-	Gobstopper		Sap	Immune
Zap	_	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	Vulnerable	Confusion	-	Dim	-
Sizz	_	Dazzle	-	Inaction	_	Magical Sabotage	_

HOW TO OB	IAIN
SCOUT	
SYNTHESIZE	
EVENT	After 200 communication battles, an ultra slime appears in the holding pen

# WAILIN' WEED

EQUIPMENT







	1
	1
4	2

670 850 560 720 720 800 ALL-ROUNDER 117

MAX STATS

RABBLE ROUSER

Can increase tension of all allies at the start of a battle.

	1		
	M	業	
17	24	Wed.	
	1		

63	

670 320

MONSTER FAMILY

800

320 320 140

MAX STATS



EQUIPMENT



**WALKING CORPSE** 



BAD BREATH

C RANK





97

TRAITS

POISONOUS

Monster may inflict poison on enemies upon being attacked.

13

Frizz	Vulnerable	Donk	-	Poison	-	Paralysis	-	
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	-	
Woosh	-	Blade Blunter	_	Fizzle	Immune	Sag	-	
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-	
Zap	2	Ice Breath	_	Ban Dance	_	Decelerate	_	
Zam	-	Whack		Confusion	_	Dim	-	
Sizz	_	Dazzle	-	Inaction	-	Magical Sabotage	-	

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Lineage) skeleten solider x king kelp; phantom swordsman x king kelp; {examples} bona constrictor x drakularge; fright knight x dancing flame
EVENT	

Frizz	_	Donk	_	Poison	Immune	Paralysis	-
Bang	_	Abiliterator	_	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Vulnerable	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	_	Whack	Immune	Confusion	-	Dim	1
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Bemusoleum (clear, night)
SYNTHESIZE	(examples) bona constrictor x dangler fish; bona constrictor x dancing flame
EVENT	
	RIGHQUEST MONSTERS-JOKER



Inaction

Magical Sabotage

Whack

Dazzie

Zam

SCOUT



SYNTHESIZE (examples) hammerhood x bubble slime; mischievous male x healslime



SYNTHESIZE (examples) orc x gasbagon; night emperor x angel slime



EVENT

14

137

41

700 999

MONSTER FAMILY S HANK

S



EQUIPMENT

200 900 900 999

112 REAPER

TRAITS

POISONOUS

MAX STATS

Monster may inflict poison on enemies upon being attacked.

MAGIC REGENERATOR

Monster recovers a little MP each time it acts in battle.

Immune Donk Frizz Poison Paralysis Bang Immune Blade Blunter Fizzle Woosh Immune Sag Are Breath Sap Zap Ice Breath Ban Dance Decelerate Immune Zam Immune Whack Immune Confusion Dim Sizz Dazzie

SCOUT

SYNTHESIZE (Lineage) tortured soul x king slime; tortured soul x king bubble slime

WILD SLIME





540 390 390

Dazzle

Allows monsters to psyche up in battle.

MONSTER FAMILY

MAX STATS

TRAITS

**PSYCHO** 

Sizz

CHAMPION

Paralysis Frizz Donk Poison Abiliterator Drain Magic Sleep Woosh Blade Blunter Fizzie Sag Immune Crack Fire Breath Gobstonner San Zap Confusion Dim Zam Whack

Iceolation; Cragravation (clear) SYNTHESIZE (examples) drake slime x drohl drone; slime x frogface EVENT

Inaction

WILD BOARFISH

MONSTER FAMILY RANK

**EQUIPMEN** 410 470 470 500 470

450

HUNTSMAN

TRAITS

PARALYSING

13

20

MAX STATS

Monster may inflict paralysis on enemies upon being attacked

**CRAFTY INACTIVIST** 

Reduces enemies' resistance to missing a turn. Has no effect on enemies who are reistant to missing a turn

Paralysis Frizz Poison — Donk Bang Abiliterator Drain Magic Fizzle Woosh Blade Blunter Sag Crack Fire Breath Cohstonner San Zap Ice Breath Whack Confusion Dim Zam Dazzle Inaction Magical Sabotage

Doubtback (raining)
(examples) bullfinch x wild slime; swarmtroopers x dancing flame
-

### 308 WILDCARD

??? MONSTER FAMILY ??? RANK

MAX STATS EQUIPMENT 460 900 990 920

940 500 WILDCARD

TRAITS

HIT SQUAD

80

3

Magical Sabotage

10 Monster can launch multiple attacks in succession (2 attacks)

COUNTERACTIVIST

Counter is constantly activated and cannot be cancelled.

WAVE OF RELIEF

Wave of Relief may be launched automatically during battles.

Poison Paralysis Frizz Donk Bang Abiliterator **Brain Manic** Sleep Reflects Fizzle Sag Gobstopper Crack Fire Breath San Ice Breath Decelerate Zam Vulnerable Whack Magical Sabotage Sizz Dazzle Inaction Immune

SYNTHESIZE (Lineage) wulfspade ace x great godbird EVENT RAGONQUEST MONSTERS-Joker

175



DESPERADO

Increases the chance of landing a critical hit when HP is extremely low.

CRAFTY FIZZLER

Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to

Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang	_	Abiliterator	-	Drain Magic	-	Sleep	-
Woosh	-	Blade Blunter	-	Fizzle	-	Sag	-
Crack	-	Fire Breath		Gobstopper	-	Sap	-
Zap	-	Ice Breath		Ban Dance	-	Decelerate	_
Zam	-	Whack	Immune	Confusion	-	Dim	_
Sizz	_	Dazzle	Immune	Inaction	-	Magical Sabotage	-

#### SCOUT SYNTHESIZE (examples) lips x mud mannequin; dracky x stump chump



176

POISONOUS

Monster may inflict poison on enemies upon being

13 Monster may inflict paralysis on enemies upon being attacked.

14

65

3

164

GRAND SLAMMER

Attacks strike all enemies and damage dealt by skills and abilities increases.

LATE RISER

PARALYSING

Monster may occasionally fall asleep at the start

RESIST	ANCES						
Frizz	-	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator		Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	_	Fizzle	_	Sag	_
Crask	-	fire Breath	-	Gobstopper	-	Sap	-
Zap	-	ice Breath	-	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzie	_	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	Treepidation
SYNTHESIZE	
EVENT	



TRAITS

WOOSHMEISTER

Boosts Woosh-type magic effects while decreasing MP consumption.

CRAFTY DIMMER 186

Reduces enemies' resistance to DIm-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESISTANCES								
Frizz		Donk	-	Paison	-	Paralysis	-	
Bang	-	Abiliterator	_	Orain Magic		Sleep	-	
Woosh	-	Blade Blunter	-	Fizzle	Immune	Sag	-	
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-	
Zap	12	Ice Breath	-	Ban Dance	_	Decelerate	-	
Zam	-	Whack	_	Confusion	_	Dim	-	
Sizz	-	Dazzle	-	Inaction	_	Magical Sabotage	Immune	

HOW TO OB	TAIN
SCOUT	## C
SYNTHESIZE	(examples) silvapithecus x mecha-mynah; silvapithecus x angel slime
EVENT	



PSYCHO

24

Allows monsters to psyche up in battle.

**CRAFTY ZAPPER** 

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

Frizz	_	Donk	_	Paison	-	Paralysis	
Bang		Abiliterator	=	Drain Magic	-	Sleep	-
Woosh	_	Blade Blunter	_	Fizzle	_	Sag	Immune
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	-	Ice Breath	_	Ban Dance	-	Decelerate	-
Zam	Vulnerable	Whack	-	Confusion	-	Dim	-
Sizz		Dazzle	_	Inaction	-	Magical Sabotage	-

HOW TO OB	
SCOUT	
SYNTHESIZE	(Incarnus) Incarnus x Nature Family (rank A or lower)
EVENT	



777 MONSTER FAMILY 777 RANK





MAX STATS EQUIPMENT 900 700 800 900 800

WULFSPADE III

148

3

10

TRAITS

**PSYCHO** 

Allows monsters to psyche up in battle.

900

Monster can launch multiple attacks in succession. (2 attacks)

	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	_
Woosh	-	Blade Blunter	-	Fizzle		Sag	-
Crack	-	Fire Breath	-	Gobstopper	-	Sap	_
Zap	-	Ice Breath	-	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion		Dim	-
Sizz	-	Dazzle	-	Inaction	-	Magical Sabotage	-

HOW TO DE		
SCOUT		
SYNTHESIZE	(Incarnus) Incarnus x Nature Family (rank S or higher)	
EVENT		

#### 291 XENLON

MONSTER FAMILY

1300 610

620

980

840 700

BREATH

EQUIPMENT







TRAITS

MAX STATS

BIG HITTER

16 Increases damage dealt by attacks, skills and abilities

ZAPMEISTER

26 Boosts Zap-type magic effects while decreasing MP consumption.

64

156

40

49

TACTICAL GENIUS

284 ZOMA

Monster will carry out an action 1-3 times in a row when not given specific orders.

RESIST	ANCES						
Frizz	-	Donk	-	Poison	Immune	Paralysis	Immune
Bang	-	Abiliterator	-	Drain Magic	-	Sleep	Immune
Woosh	-	Blade Blunter	-0	Fizzle	-	Sag	-
Crack	-	Fire Breath	Reflects	Gobstopper	Immune	Sap	-
Zap	-	Ice Breath	Reflects	Ban Dance		Decelerate	-
Zam	-	Whack	Immune	Confusion	Immune	Dim	-
Sizz	-	Dazzie	-	Inaction	Immune	Magical Sabotage	-

HOW TO OB	TAIN
SCOUT	
SYNTHESIZE	(Four-body) boreal serpent x ethereal serpent x alabast dragon x orochi
EVENT	



MONSTER FAMILY





AX STAT	s	EQUIPMEN	T	- Mala
HP	500	0	01	2
MP	400			
Attack	550	0	C	m
Defense	730	~	0	SV V

780 MAGE AID

HIT SQUAD Monster can launch multiple attacks in succession. (2 attacks)

	1	ļ
	8	
	1	
IE SUI		i

HP MP	700 700	8.	19	6	S.	
Attack	760	82	/ 5,8	/	m	
Defense Agility	920 720		No.			antio-no s
Wisdom	999	थ	ZOM			
RAITS						
OUNCER	f					
lounce is co	onstantly	activated and	cannot be o	ancelled.		

	ANCES						
Frizz	-	Donk	-	Poison		Paralysis	-
Bang	-	Abiliterator	_	Drain Magic	447	Sleep	-
Woosh	-	Blade Blunter	-	Fizzie	<del></del>	Sag	-
Crack	-	Fire Breath	_	Gobstopper	-	Sap	-
Zap	-	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Vulnerable	Confusion	Immune	Dim	-
Sizz	122	Dazzie	_	Inaction		Magical Sabotage	_

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) barracuda x heyedra; barracuda x dancing flame
EVENT	_

	ANGES						
Frizz	-	Donk	-	Poison	-	Paralysis	-
Bang		Abiliterator	_	Drain Magic	-	Sleep	-
Woesh	-	Blade Blunter		Fizzle	Immune	Sag	_
Crack	-	Fire Breath	-	Gobstopper	-	Sap	-
Zap	Vulnerable	Ice Breath	-	Ban Dance	-	Decelerate	-
Zam	-	Whack	Immune	Confusion	-	Dim	-
Sizz	-	Dazzle	-	Inaction	Vulnerable	Magical Sabotage	-

SCOUT	
SYNTHESIZE	(Linage) malroth x Captain Crow; malroth x dullahan; malroth x wight king
EVENT	
	BAGONQUEST MONSTERS-JOKET

# SKILLS

Skills are sets of abilities and statistical bonuses. Statisical bonuses are functionally identical to Traits. They are active at all times and do not have an MP cost. Abilities are active, meaning that you decide when to use them, and they often have an MP cost associated with them. There is additional information about abilities at the end of this section.

As monsters level up, they earn additional points for you to assign to their Skills. As you assign these accumulated points to Skills, individual abilities and statistical bonuses become unlocked.

### ALPHABETICAL LISTING OF SKILLS

and the same	Total Control
*	SKILL
194	Abiliterator Ward
180	Agility Boost
181	Agility Boost II
182	Agility Boost III
117	All-Rounder
89	Anti-dragon
87	Antimagic
88	Antimagic II
90	Anti-metal
116	Aquapothecary
163	Aquarion
100	Assassin
174	Attack Boost
175	Attack Boost II
176	Attack Boost III
97	Bad Breath
204	Ban Dance Ward
19	Bang & Crack
20	Bang & Crack II
21	Bang & Crack III
28	Bang & Sizz
29	Bang & Sizz II
30	Bang & Sizz III
16	Bang & Woosh
17	Bang & Woosh II
18	Bang & Woosh III
25	Bang & Zam
26	Bang & Zam II
27	Bang & Zam III
22	Bang & Zap
23	Bang & Zap II
24	Bang & Zap III
187	Bang Ward
92	Barricade
242	Battle Road Master
110	Berserker
125	Bird Brain
168	Bjorn
195	Blade Blunter Ward
91	Bolsterer
108	Bombardier

72         Boom Boxer           102         Bounty Hunter           64         Breath           65         Breath III           162         Canzar           147         Captain Crow           80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz           51         Crack & Sizz           51         Crack & Sizz           52         Crack & Sizz           53         Crack & Sizz           54         Crack & Sizz           55         Crack & Zam           47         Crack & Zam           48         Crack & Zam           49         Crack & Zap           41         Crack & Zap           42         Crack & Zap           43         Crack & Zap           44         Crack & Zap           103         Crusader		SKILL
102         Bounty Hunter           64         Breath           65         Breath III           66         Breath III           162         Canzar           147         Captain Crow           80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon III           111         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz           51         Crack & Sizz           52         Crack & Sizz           53         Crack & Sizz           54         Crack & Sizz           55         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz           52         Crack & Sizz           47         Crack & Zam           48         Crack & Zam           49         Crack & Zap           41         Crack & Zap           42         Crack & Zap           43         Crack & Zap <tr< th=""><th>1000</th><th></th></tr<>	1000	
64 Breath 65 Breath II 66 Breath II 162 Canzar 147 Captain Crow 80 Champion 79 Cleanser 115 Cleffc 135 Cluboon 136 Cluboon II 151 Cluboon III 151 Cluboon III 151 Cluboon III 151 Crack & Sizz 50 Crack & Sizz 50 Crack & Sizz 151 Crack & Sizz 161 Crack & Zam 172 Crack & Zam 183 Crack & Zam 184 Crack & Zam 185 Crack & Zap 185 Crack & Zap 186 Crack & Zap 187 Crack & Zap 188 Crack & Zap 199 Crack & Mard 1003 Crusader 1007 Dancer 1007 Dancer 1007 Dancer 1008 Dark Knight 1009 Darklight Slashes 199 Dazzle Ward 110 Decelerate Ward 110 Decelerate Ward 110 Defence Boost 110 Defence Boost 111 179 Defence Boost 111	2000	
65 Breath II 66 Breath II 162 Canzar 147 Captain Crow 80 Champion 79 Cleanser 115 Cleric 135 Cluboon 136 Cluboon II 151 Cluboon III 151 Cluboon III 151 Cluboon III 151 Crack & Sizz 50 Crack & Sizz 50 Crack & Sizz 51 Crack & Sizz 51 Crack & Zam 52 Crack & Zam 53 Crack & Zam 54 Crack & Zam 55 Crack & Zam 56 Crack & Zam 57 Crack & Zam 58 Crack & Zam 59 Crack & Zam 50 Crack & Zam 50 Crack & Zam 51 Crack & Zam 52 Crack & Zam 53 Crack & Zam 54 Crack & Zam 55 Crack & Zam 56 Crack & Zam 57 Crack & Zam 58 Crack & Zam 59 Crack & Zam 50 Crack & Zam 50 Crack & Zam 51		
66         Breath III           162         Canzar           147         Captain Crow           80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon III           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz           52         Crack & Sizz           53         Crack & Sizz           54         Crack & Sizz           55         Crack & Sizz           47         Crack & Zam           48         Crack & Zam           47         Crack & Zam           48         Crack & Zam           49         Crack & Zam           40         Crack & Zap           41         Crack & Zap           103         Grusader           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes	12012	
162         Canzar           147         Captain Crow           80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon III           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz III           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam           48         Crack & Zam           47         Crack & Zam           48         Crack & Zam           49         Crack & Zap           40         Crack & Zap           47         Crack & Zap           48         Crack & Zap           49         Crack & Zap           40         Crack & Zap           41         Crack & Zap           42         Crack & Zap           43         Crack & Zap           44         Crack & Zap           45         Crack & Zap           103         Grusader	10000	
147         Captain Crow           80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon III           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz III           46         Crack & Sizz III           47         Crack & Zam           47         Crack & Zam           48         Crack & Zam           47         Crack & Zam           48         Crack & Zam           49         Crack & Zam           40         Crack & Zam           41         Crack & Zap           42         Crack & Zap           43         Crack & Zap           44         Crack & Zap           45         Crack & Zap           103         Grusader           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes		
80         Champion           79         Cleanser           115         Cleric           135         Cluboon           136         Cluboon II           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz III           46         Crack & Sizz III           47         Crack & Zam           48         Crack & Zam           47         Crack & Zap           48         Crack & Zap           44         Crack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost III           176         Defence Boost III	ALC: Y	
79         Cleanser           115         Cleric           136         Cluboon           151         Cluboon III           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz III           46         Crack & Sizz III           47         Crack & Zam           48         Crack & Zam III           43         Crack & Zap III           45         Crack & Zap III           45         Crack & Zap III           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost III           178         Defence Boost III	15.70	
115         Cleric           135         Cluboon           136         Cluboon II           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz III           46         Crack & Sizz III           47         Crack & Zam           47         Crack & Zam III           48         Crack & Zap           44         Crack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           178         Defence Boost           1179         Defence Boost		
135         Cluboon           136         Cluboon II           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz           51         Crack & Sizz III           46         Crack & Sizz III           47         Crack & Zam           48         Crack & Zam III           43         Crack & Zap           44         Crack & Zap III           45         Crack & Zap III           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           178         Defence Boost           1179         Defence Boost	W-02	
136         Cluboon II           151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz II           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap           44         Crack & Zap III           45         Crack & Zap III           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           177         Defence Boost           1179         Defence Boost	-	
151         Cluboon III           114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz II           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap           44         Crack & Zap           45         Crack & Zap III           48         Crack & Zap III           19         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           178         Defence Boost           1179         Defence Boost		
114         Cold Sleep           205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz II           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap           44         Crack & Zap III           45         Crack & Zap III           103         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           176         Defence Boost           1179         Defence Boost		Cluboon II
205         Confusion Ward           49         Crack & Sizz           50         Crack & Sizz II           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap III           43         Crack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           178         Defence Boost III           179         Defence Boost III	2000	Cluboon III
49         Crack & Sizz           50         Crack & Sizz III           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap III           43         Grack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Detence Boost           177         Defence Boost           178         Defence Boost           111         Defence Boost	114	
50         Crack & Sizz II           51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap III           43         Grack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Detence Boost           177         Defence Boost           178         Defence Boost           1179         Defence Boost	205	Confusion Ward
51         Crack & Sizz III           46         Crack & Zam           47         Crack & Zam II           48         Crack & Zap III           43         Crack & Zap III           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defence Boost           177         Defence Boost           178         Defence Boost           1179         Defence Boost	49	Crack & Sizz
46 Crack & Zam 47 Crack & Zam II 48 Crack & Zam III 43 Crack & Zap 44 Crack & Zap 45 Crack & Zap III 46 Crack & Zap III 47 Crack & Zap III 48 Crack & Zap III 48 Crack & Zap III 49 Crack Ward 40 Crack Ward 40 Crack Ward 40 Crack Ward 40 Crack Ward 41 Dancer 40 Dank Knight 41 Dancer 42 Dank Knight 43 Decelerate Ward 44 Decelerate Ward 45 Defence Boost 46 Defence Boost 47 Defence Boost 47 Defence Boost 48 Defence Boost 49 Defence Boost 40 Defence Boost 40 Defence Boost 40 Defence Boost 40 Defence Boost 41 Defence Boost 42 Defence Boost 43 Defence Boost 44 Defence Boost 45 Defence Boost 46 Defence Boost 47 Defence Boost 47 Defence Boost 48 Defence Boost	50	Crack & Sizz II
47         Crack & Zam II           48         Crack & Zap III           43         Crack & Zap           44         Crack & Zap II           45         Crack & Zap III           189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Detender           177         Detence Boost           178         Defence Boost III           179         Defence Boost III	51	Crack & Sizz III
48 Crack & Zam III  43 Crack & Zap  44 Crack & Zap II  45 Crack & Zap III  189 Crack Ward  103 Crusader  78 Cure-all  104 Cursader  107 Dancer  76 Dark Knight  70 Darklight Slashes  199 Dazzle Ward  211 Decelerate Ward  81 Defence Boost  178 Defence Boost III  179 Defence Boost III	46	Crack & Zam
43 Crack & Zap  44 Crack & Zap II  45 Crack & Zap III  189 Crack Ward  103 Crusader  78 Cure-all  104 Cursader  107 Dancer  76 Dark Knight  70 Darklight Slashes  199 Dazzle Ward  211 Decelerate Ward  81 Detender  177 Defence Boost  178 Defence Boost III  179 Defence Boost III	47	Crack & Zam II
44 Crack & Zap II 45 Crack & Zap III 189 Crack Ward 103 Crusader 78 Cure-all 104 Cursader 107 Dancer 76 Dark Knight 70 Darklight Slashes 199 Dazzle Ward 211 Decelerate Ward 81 Defence Boost 178 Defence Boost III 179 Defence Boost III	48	Crack & Zam III
45 Crack & Zap III 189 Crack Ward 103 Crusader 78 Cure-all 104 Cursader 107 Dancer 76 Dark Knight 70 Darklight Slashes 199 Dazzle Ward 211 Decelerate Ward 81 Defence Boost 178 Defence Boost III 179 Defence Boost III	43	Crack & Zap
189         Crack Ward           103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Detender           177         Detence Boost           178         Defence Boost III           179         Defence Boost III	44	Crack & Zap II
103         Crusader           78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Detender           177         Delence Boost           178         Defence Boost III           179         Defence Boost III	45	Crack & Zap III
78         Cure-all           104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defender           177         Defence Boost           178         Defence Boost III           179         Defence Boost III	189	Crack Ward
104         Cursader           107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defender           177         Defence Boost           178         Defence Boost III           179         Defence Boost III	103	Crusader
107         Dancer           76         Dark Knight           70         Darklight Slashes           199         Dazzle Ward           211         Decelerate Ward           81         Defender           177         Defence Boost           178         Defence Boost III           179         Defence Boost III	78	Cure-all
76 Dark Knight 70 Darklight Slashes 199 Dazzle Ward 211 Decelerate Ward 81 Defender 177 Defence Boost 178 Defence Boost II 179 Defence Boost III	104	Cursader
70 Darklight Slashes 199 Dazzle Ward 211 Decelerate Ward 81 Defender 177 Defence Boost 178 Defence Boost III 179 Defence Boost III	107	Dancer
199         Dazzle Ward           211         Decelerate Ward           81         Defender           177         Defence Boost           178         Defence Boost III           179         Defence Boost III	76	Dark Knight
211         Decelerate Ward           81         Defender           177         Defence Boost           178         Defence Boost III           179         Defence Boost III	70	Darklight Slashes
81 Detender  177 Detence Boost  178 Detence Boost II  179 Defence Boost III	199	Dazzle Ward
177 Defence Boost II 179 Defence Boost III	211	Decelerate Ward
178 Defence Boost II 179 Defence Boost III	81	Defender
179 Defence Boost III	177	Defence Boost
	178	Defence Boost II
	179	Defence Boost III
141 Dhoulmagus	141	Dhoulmagus
123 Diabolist	123	Diabolist
133 Diamagon	133	Diamagon
134 Diamagon II	100000	

	SKILL	
149	Diamagon III	
212	Dim Ward	
98	Diminisher	
193	Donk Ward	
159	Dorsal Fiend	
152	Dr Snapped	
124	Dragon Lore	
138	Dragonlord	
139	Dragovian Lord	
201	Drain Magic Ward	
158	Dual Duellers	
169	Empyrea	
85	Enfeebler	
144	Estark	
157	Exorsus	
96	Fear-monger	
58	Fire	
196	Fire Breath Ward	
71	Fire Fighter	
59	Fire II	
60	Fire III	
67	Firewind Slashes	
202	Fizzle Ward	
239	Flute Warrior	
84	Fortifier	
1	Frizz & Bang	
2	Frizz & Bang II	
3	Frizz & Bang III	
13	Frizz & Sizz	
14	Frizz & Sizz II	
15	Frizz & Sizz III	
4	Frizz & Woosh	
5	Frizz & Woosh II	
6	Frizz & Woosh III	
10	Frizz & Zam	
11	Frizz & Zam II	
12	Frizz & Zam III	
7	Frizz & Zap	
8	Frizz & Zap II	
9	Frizz & Zap III	
186	Frizz Ward	

	SKILL	
203	Gobstopper Ward	
122	Graveheart	
164	Great Godbird	
126	Green Finger	
99	Guerrilla	
131	Hawkhart	
132	Hawkhart II	
150	Hawkhart III	
77	Healer	
243	Hero of the Heavens	
127	Hive Mind	
101	Huntsman	
94	Hypnotist	
61	Ice	
197	Ice Breath Ward	
62	loe II	
63	foe Iff	
74	Toemeister	
69	Iceplosion Slashes	
206	Inaction Ward	
170	Khalamari	
172	Leonyx	
140	Leopold	
234	Mage	
83	Mage Aid	
213	Magical Sabotage Ward	
236	Martial Artist	
111	Martyr	
128	Materialist	
118	Mime	
167	Missing Lynx	
241	Morrie's Melange	
146	Mortamor	
161	Mortella	
105	Muspell	
121	Naturalist	
106	Niflheim	
113	Nightmare	
145	Nimzo	
154	Orochi	

207 Paralysis Ward

SKILL
Poison Ward
Priest
Reaper
Rhapthorne
Rhapthorne II
Rigor Mortex
Ruin
Saboteur
Sag Ward
Sage
Sagittar
Sap Ward
Seal
Sizz & Zam
Sizz & Zam II
Sizz & Zam III
Sizz & Zap
Sizz & Zap II
Sizz & Zap III
Sizz Ward
Sleep Ward
Slimer
Speedster
Stormsgate Citadel
Thief
Thornella
Thunderwind Slashes
Toughie
Toxifier
Trickster
Über Agility Boost
Über Attack Boost
Über Blessed Blizzardier
Über Breath
Über Charmer
Über Cold Ward
Über Dark Dynamiter
Über Darklight Ward
Über Defence Boost
Über Healer

225 \* Über Health Boost

#	SKILL
231	Über Heat Ward
220	Über Helpful
218	Über Knight
216	Über Mage
226	Über Magic Boost
222	Über Windblast Ward
230	Über Wisdom Boost
224	Über Zapologist
244	Vile Void
233	Warrior
198	Whack Ward
75	White Knight
137	Wildcard
73	Wind Blower
183	Wisdom Boost
184	Wisdom Boost II
185	Wisdom Boost III
240	Wonder Construction
31	Woosh & Crack
32	Woosh & Crack II
33	Woosh & Crack III
40	Woosh & Sizz
41	Woosh & Sizz II
42	Woosh & Sizz III
37	Woosh & Zam
38	Woosh & Zam II
39	Woosh & Zam III
34	Woosh & Zap
35	Woosh & Zap II
36	Woosh & Zap III
188	Woosh Ward
166	Wormonger
129	Wulfspade
130	Wulfspade II
148	Wulfspade III
191	Zam Ward
190	Zap Ward
155	Zenith Dragon
156	Zoma

#### **ACQUIRING SKILLS**

Each monster has at least one Skill inherent to its type. Scouted monsters often come with a second Skill, and in many cases, they are the only source of that Skill. Identical monsters scouted in different areas may have different Skills. Even monsters scouted in the same area under different conditions may have different Skills! For a handful of abilities, you must acquire a scroll and use that item to assign the Skills to a monster of your choosing. A large number of Skills is available only through synthesis.

#### NEW SKILLS VIA SYNTHESIS

There are some skills that are made available to newly synthesised monsters when certain conditions are met. In most cases, it occurs when one of the parent creatures has maxed out a Skill. There are rarer cases when (between the parents) they have assigned the proper number of points to various Skills, and between them, they meet the requirements to unlock a new Skill.

ATTACK BOOST II		175
ABILITY		Points
Attack +5		- 4
Maximum F	IP +10	8
Attack +5		14
Maximum HP +10		20
Attack +5		28
Maximum HP +10		36
Attack +10		48
Maximum HP +10		60
Attack +10		75
HOW ACQU	IIRED	
Monster	scouted monsters	
Synthesis	50 points in Attack Boost	

Monster: The names listed here indicated that the Skill is inherent to the monster type. A value of scouted monster means the skill comes only from scouting the correct monster.

Synthesis: There are two possible listings for synthesis. If there's a single Skill listed, then the total points of the parents involved in the synthesis must meet or exceed the number of points indicated for the given Skill (usually 50 or 75). If there are multiple Skills mentioned and a plus sign between them, then the parents may share the requirements between them to unlock the Skill.

Other: Skills acquired under special ocircumstances.

WARRIOR		233	
ABILITY	As one of the State	Points	
Helm Splitt	er	5	
Maximum	HP +10	10	
Metal Slash	1	17	
Attack +10		24	
Dragon Sla	sh	32	
Maximum	HP +10	40	
Multislash		49	
Attack +10		59	
Hatchet Ma	ın	70	
Master of Weapons		100	
HOW ACQ	UIRED		
Monster	1-		
Other	use warrior's scroll		

FRIZZ & E	BANG	1
ABILITY		Points
Frizz		3
Flame Slash		8
Bang		15
Bomb Slash		24
Frizzle		36
Boom		50
HOW ACQU	IRED	
Monster	spitnik, imp, archdemon	
Synthesis	I —	

FRIZZ & BANG II		2
ABILITY		Points
Flame Slash		5
Bomb Slash		10
Frizzle		20
Boom		30
Kafrizz		45
Kaboom		60
Frizz Guard		75
HOW ACQU	IRED	
Monster	=	
Synthesis	50 points in Fizz & Bang	

FRIZZ & BANG III		3
ABILITY		Points
Kafrizz		8
Kaboom	v=0.0	16
Inferno Slas	h	28
Blast Slash		40
Kafrizzle		65
Kaboomle		90
Frizz Guard		95
Bang Guard		100
HOW ACQU	IIRED	
Monster	-	
Synthesis	75 points in Fizz & Bang II	

FRIZZ & WOOSH		4
ABILITY		Points
Frizz		3
Woosh		7
Gust Slash		14
Swoosh		24
Flame Slash		35
Frizzle		50
HOW ACQ	UIRED	ingesi
Monster	conklave, snapdragon, conklave X, Jamirus	
Other	8	

FRIZZ & WOOSH II		5
ABILITY		Points
Gust Slash		4
Flame Slash		8
Swoosh		18
Frizzle		28
Kaswoosh		43
Kafrizz		58
Frizz Guard		75
HOW ACQL	IIRED	
Monster	-	
Synthesis	50 points in Frizz & Woosh	

FRIZZ & WOOSH III		6
ABILITY		Points
Kaswoosh		7
Kafrizz		15
Gale Slash		27
Inferno Slash		39
Kaswooshle		64
Kafrizzle		90
Frizz Guard		95
Woosh Guard		100
HOW ACQU	IIRED	
Monster	-	
Synthesis	75 points in Frizz & Woosh II	

FRIZZ &	ZAP	7
ABILITY		Pain
Frizz		3
Flame Slash		8
Zap		17
Hallowed Slash		26
Frizzie		38
Zapple		50
HOW ACQ	JIRED	
Monster	she-slime, teeny sanguini, teeny sanguini X, garuda	
Other	_	

FRIZZ & ZAP II		8
ABILITY		Points
Flame Slash		4
Hallowed Slash		9
Frizzle		19
Zapple		29
Kafrizz		43
Kazap		57
Frizz Guard		75
HOW ACOL	IIRED	De Hestiva
Monster		
Synthesis	50 points in Frizz & Zap	
717		

AGONQUEST MONSTERS-JOKO

FRIZZ & ZAP III 9	
ABILITY	Points
Kafrizz	9
Kazap	18
Inferno Slash	29
Sacred Slash	40
Kafrizzle	65
Kazapple	90
Frizz Guard	95
Zap Guard	100

HOW ACOU	IIRED
Monster	_
Synthesis	75 points in Frizz & Zap II

FRIZZ & ZAM	10
ABILITY	Points
Frizz	2
Zam	6
Flame Slash	14
Shade Slash	22
Zammle	36
Frizzle	50

beshemoth slime, Gemon

Monster

Other

FRIZZ & ZAM II	
ABILITY	Points
Flame Slash	5
Shade Slash	10
Zammle	20
Frizzle	30
Kazam	44
Kafrizz	59
Frizz Guard	75

z & Zam

FRIZZ & ZAM III	12	
ABILITY	Points	
Kafrizz	8	
Kazam	16	
Inferno Slash	28	
Shadow Slash	40	
Kafrizzle	65	
Kazammle	90	
Frizz Guard	95	
Zam Guard	100	

HOW ACQUIRED	
Monster	-
Synthesis	75 points in Frizz & Zam II

FRIZZ & SIZZ	13
ABILITY	Paints
Frizz	3
Flame Slash	8
Sizz	15
Charring Slash	24
Frizzle	36
Sizzle	50

HOW ACQUIRED	
Monster	mental pitcher, firespirit, baramos
Other	

FRIZZ & SIZZ II	14
ABILITY	Points
Flame Slash	5
Charring Slash	10
Frizzle	20
Sizzle	30
Kafrizz	45
Kasizz	60
Frizz Guard	75

HOW ACQUIRED	
Monster	-
Synthesis	50 points in Frizz & Sizz

FRIZZ & SIZZ III	15
ABILITY	Point
Kafrizz	8
Kasizz	16
Inferno Slash	28
Singeing Slash	40
Kafrizzle	65
Kasizzle	90
Frizz Guard	95
Sizz Guard	100

HOW ACQUIRED		
Monster	-	
Other	75 points in Frizz & Sizz II	

BANG & V	VOOSH	16
ABILITY	A STANSON	Points
Woosh		2
Bang		6
Swoosh		13
Bomb Slash		23
Gust Slash		34
Boom		50
HOW ACQ	UIRED	
Monster	lump wizard, w	recktor
Other —		

BANG & WOOSH II	17
ABILITY	Points
Swoosh	4
Bomb Slash	8
Gust Slash	18
Boom	30
Kaswoosh	42
Kaboom	57
Bang Guard	75

Bang Guard	
HOW ACQU	IIRED
Monster —	
Synthesis 50 points in Bang & Woosh	

	Total Control
ABILITY	Point
Kaswoosh	7
Kaboom	15
Blast Slash	26
Gale Slash	37
Kaswooshle	63
Kaboomle	90
Bang Guard	95
Woosh Guard	100

BANG & WUUSH III		LO
ABILITY		Points
Kaswoosh		7
Kaboom		15
Blast Slash		26
Gale Slash		37
Kaswooshle		63
Kaboomle		90
Bang Guard		95
Woosh Guard		100
HOW ACQU	JIRED	
Monster		
Synthesis 75 points in Ban		g & Woosh II

BANG & CRACK		19
ABILITY		Points
Bang		6
Bomb Slash		10
Crack	PARTICIONAL DE LA CONTRACTOR DE LA CONTR	
Frost Slash		22
Crackle		36
Boom		50
HOW ACQ	JIRED	76 K - 1
Monster	great dracky, seedy weedle, metal king slime	
Other	-	

BANG & CRACK II	20
ABILITY	Points
Bomb Slash	4
Frost Slash	8
Crackle	16
Boom	28
Kacrack	42
Kaboom	57
Bang Guard	75

50 points in Bang & Crack

Synthesis

BANG & CRACK III	21
ABILITY	Points
Kacrack	7
Kaboom	14
Blast Slash	26
Blizzard Slash	38
Kacrackle	63
Kaboomle	90
Bang Guard	95
Crack Guard	100

Bang Guard	95	95
Crack Guard	100	)
HOW ACQU	JIRED	
Monster	-	
Synthesis	75 points in Bang & Crack II	

BANG & Z	ZAP	22
ABILITY		Points
Bang		6
Zap		9
Bomb Slash		14
Hallowed S	lash	19
Zapple		32
Boom		50

Bomb Slash		14
Hallowed S	lash	19
Zapple		32
Boom		50
HOW ACQ	UIRED	
Monster	slime stack, grandpa slime, gem slime	
Other		

BANG & ZAP II	23
ABILITY	Points
Bomb Slash	3
Hallowed Slash	7
Zapple	15
Boom	25
Kazap	40
Kaboom	55
Bang Guard	75
HOW ACQUIRED	7 N. L
Monetor	

50 points in Bang & Zap

Synthesis

BANG & ZAP III	24	
ABILITY	Points	
Kazap	7	
Kaboom	15	
Blast Slash	25	
Sacred Slash	37	
Kazapple *	62	
Kaboomle	90	
Bang Guard	95	
Zap Guard	100	

HOW ACQUIRED		
Monster		
Synthesis	75 points in Bang & Zap II	

BANG & ZAM	25
ABILITY	Points
Bang	8
Zam	-11
Bomb Slash	18
Shade Slash	25
Zammle	36
Boom	50

HOW ACQUIRED		
Monster	killerpillar, metal kaiser slime, belial	
Other		

BANG & ZAM II 26	
ABILITY	Points
Bomb Slash	3
Shade Slash	7
Zammle	16
Boom	28
Kazam	43
Kaboom	58
Zam Guard	75

HOW ACOU	IIRED
Monster	-
Synthesis 50 points in Bang & Zam	

BANG & ZAM III	27
ABILITY	Points
Kazam	7
Kaboom	15
Blast Slash	25
Shadow Slash	37
Kazammle	62
Kaboomle	90
Zam Guard	95
Bang Guard	100

Monster Synthesis

SIZZ	28
	Points
	2
	6
	13
1	23
ash	34
	50
JIRED	
rubble slime, barrac marquis de léon	uda,

Monster Other

BANG & S	IZZ II	29
ABILITY		Points
Sizzle		4
Bomb Slash		8
Charring Sla	ash	18
Boom		30
Kasizz		42
Kaboom		57
Bang Guard		75
HOW ACOU	IIRED	
Monster	and a second	
Synthesis	50 points in Bang & Sizz	

BANG & S	IZZ III	30
ABILITY		Points
Kasizz		7
Kaboom		15
Blast Slash	100	26
Singeing Sla	ish	37
Kasizzle		63
Kaboomle		90
Bang Guard		95
Sizz Guard		100
HOW ACQU	IRED	FAMILIA
Monster	(37)	
Synthesis 75 points in Bang & Sizz II		

WOOSH (	& CRACK	31
ABILITY		Points
Woosh		3
Crack		7
Swoosh		16
Gust Slash		27
Frost Slash		38
Crackle		50
HOW ACO	UIRED	
Monster	jailcat, firn fiend, pink sanguini	
Other	ither	

75 points in Bang & Zam II

WOOSH 8	CRACK II	32
ABILITY		Points
Swoosh		5
Gust Slash		10
Frost Slash		21
Crackle	9	32
Kaswoosh		47
Kacrack		62
Woosh Guard		75
HOW ACQU	IIRED	
Monster		
Synthesis 50 points in Woosh & Crack		sh & Crack

WOOSH & CRACK III	33
ABILITY	Point
Kaswoosh	7
Kacrack	15
Gale Slash	27
Blizzard Slash	39
Kaswooshle	64
Kacrackle	90
Woosh Guard	95
Crack Guard	100
HOW ACQUIRED	
A CONTRACTOR OF THE PARTY OF TH	

Crack Guard		100	
HOW ACQU	IIRED		
Monster	-		
Synthesis	75 points in W	oosh & Crack II	

ABILITY	Point:
Woosh	3
Zap	8
Swoosh	16
Gust Slash	26
Hallowed Slash	36
Zapple	50

Swoosh		16
Gust Slash	1	26
Hallowed S	lash	36
Zapple		50
HOW ACQ	UIRED	
Monster	swarmtroopers, behemoth slime, malevolamp	
Other	_	

WOOSH & ZAP II		35	
ABILITY		Points	
Swoosh		4	
Gust Slash		8	
Hallowed SI	ash	19	
Zapple		30	
Kaswoosh		45	
Kazap		62	
Woosh Guard		75	
HOW ACQU	IRED		
Monster	-		
Synthesis	50 points in Wo	50 points in Woosh & Zap	

WOOSH &	ZAP III	36
ABILITY		Points
Kaswoosh		7
Kazap		15
Gale Slash		27
Sacred Slas	h	39
Kazapple		64
Kaswooshle		90
Woosh Gua	rd	95
Zap Guard		100
HOW ACQU	IIRED	That The
Monster	-	
Synthesis	75 points in Wo	osh & Zap II

WOOSH & ZAM	
ABILITY	Points
Woosh	3
Zam	10
Swoosh	17
Gust Slash	26
Shade Slash	35
Zammle	50

HOW ACQUIRED	
Monster	drohl diabolist, phantom swordsman, fallen priest
Other	

WOOSH & ZAM II	38	
ABILITY	Points	
Swoosh	4	
Gust Slash	12	
Shade Slash	21	
Zammle	32	
Kaswoosh	47	
Kazam	62	
Woosh Guard	75	

HOW ACQUIRED	
Monster	_
Synthesis	50 points in Woosh & Zam

WOOSH & ZAM III	39
ABILITY	Points
Kaswoosh	7
Kazam	15
Gale Slash	27
Shadow Slash	39
Kaswooshle	64
Kazammle	90
Woosh Guard	95
Zam Guard	100

HOW ACOU	IIRED
Monster	-
Synthesis	75 points in Woosh & Zam II

WOOSH 8	SIZZ	40
ABILITY		Points
Woosh		3
Sizz		7
Swoosh		16
Gust Slash		27
Charring Slash		38
Sizzle		50
HOW ACQU	IIRED	
Monster	weedie, beetleboy	

Other

DRAGONOUEST MONSTERS-JOKER

WOOSH & SIZZ II	41
ABILITY	Points
Swoosh	5
Gust Slash	10
Charring Slash	21
Sizzle	32
Kaswoosh	47
Kasizz	62
Woosh Guard	75

50 paints in Woosh & Sizz

Synthesis

Monster

Other

Synthesis

WOOSH & SIZZ III	42
ABILITY	Points
Kaswoosh	7
Kasizz	15
Gale Slash	27
Singeing Slash	39
Kaswooshle	64
Kasizzle	90
Woosh Guard	95
Sizz Guard	100

75 points in Woosh & Sizz II

Monster

Synthesis

CRACK & ZAP		43	
ABILITY		Points	
Crack		3	
Zap		8	
Frost Slash		16	
Hallowed Slash		24	
Zapple		36	
Crackle		50	
HOW ACO	UIRED		
Monster powie yowie, abyss diver, gracos		abyss diver,	

Other

CRACK & ZAP II	44
ABILITY	Points
Frost Slash	4
Hallowed Slash	8
Zapple	19
Crackle	30
Kacrack	45
Kazap	60
Crack Guard	75
HOW ACQUIRED	OK CHI
Monster —	

Synthesis 50 points in Crack & Zap

CRACK & ZAP III 45	
ABILITY	Points
Kacrack	7
Kazap	15
Blizzard Slash	27
Sacred Slash	39
Kacrackle	64
Kazapple	90
Crack Guard	95
Zap Guard	100

CRACK &	ZAM	46
ABILITY		Points
Crack		3
Frost Slash	i.	6
Zam		14
Shade Slash		24
Zammle		37
Crackle		50
HOW ACQU	JIRED	
Monster	heilhound, skelegon, demon-at-arms	
Synthesis	_	

Paints
5
10
21
32
47
62
75
֡

Synthesis 50 points in Crack & Zam

CRACK & ZAM III	48	
ABILITY	Point	
Kacrack	7	
Kazam	15	
Blizzard Slash	27	
Shadow Slash	39	
Kacrackle	64	
Kazammle	90	
Crack Guard	95	
Zam Guard	100	

Synthesis 75 points in Crack & Zam II

Monster

CRACK &	SIZZ	49
ABILITY		Points
Crack		3
Sizz		8
Frost Slash	1	16
Charring S	lash	24
Sizzle		36
Crackle		50

75 points in Crack & Zap II

CRACK &	SIZZ II	50
ABILITY		Points
Frost Slash		4
Charring Slash		8
Sizzle		19
Crackle		30
Kacrack		45
Kasizz		60
Crack Guard		75
HOW ACQU	IIRED	
Monster	-	
Synthesis	50 points in Crack & Sizz	

CRACK & SIZZ III		51
ABILITY		Point
Kacrack		7
Kasizz		15
Blizzard Slas	sh	27
Singeing Sla	ash	39
Kacrackle		64
Kasizzle		90
Crack Guard		95
Sizz Guard		100
HOW ACOU	IIRED	
Monster	1-	
Synthesis 75 points in Crack &		ck & Sizz II

SIZZ & Z	AP	52
ABILITY	The College of	Points
Sizz		3
Charring S	ash	8
Zap		17
Hallowed Slash		26
Sizzle		38
Zapple		50
HOW ACQ	UIRED	
Monster	weakon beakon, magic slime, firebird, wulfspade	
Other	-	

SIZZ & ZAP II	
ABILITY	Points
Charring Slash	4
Hallowed Slash	9
Sizzle	19
Zapple	29
Kasizz	43
Kazap	57
Sizz Guard	75

Synthesis 50 points in Sizz & Zap

SIZZ & ZAP III	54
ABILITY	Points
Kasizz	9
Kazap	18
Singeing Slash	29
Sacred Slash	40
Kasizzle	65
Kazapple	90
Sizz Guard	95
Zap Guard	100

75 points in Sizz & Zap II

Synthesis

SIZZ & ZAM		55
ABILITY		Points
Sizz		2
Zam		6
Charring SI	lash	14
Shade Slas	h	22
Zammle		36
Sizzle		50
HOW ACQ	UIRED	
Monster	drohl drone, dangler fish, night knight	
Other		

SIZZ & ZAM II		56
ABILITY		Points
Charring SI	ish	5
Shade Slast	1	10
Zammle		20
Sizzle		30
Kazam		44
Kasizz		59
Sizz Guard		75
HOW ACQU	IIRED	
Monster	-	
Synthesis	50 points in Sizz & Zam	

SIZZ & ZAM III 57	
ABILITY	Point
Kasizz	8
Kazam	16
Singeing Slash	28
Shadow Slash	40
Kasizzle	65
Kazammle	90
Sizz Guard	95
Zam Guard	100

HOW ACQUIRED

Monster

Monster Other

FIRE	THE THREE	58
ABILITY		Points
Frizz		3
Fire Breath		7
Flame Slash		14
Flame Breath		27
Frizzle		40
Deep Breath		50
HOW ACQ	UIRED	
Monster	dragurn, gasbagon darkonium slime	
Other	_	

FIRE II	
ABILITY	Points
Flame Breath	4
Flame Slash	8
Frizzle	19
Deep Breath	30
Inferno	45
Kafrizz	60
Blade Blunter Guard	75
HOW ACQUIRED	

50 points in Fire

Monster

Synthesis

Monster

Synthesis

FIRE III	
ABILITY	Points
Deep Breath	7
Inferno	15
Inferno Slash	27
Kafrizz	39
Scorch	64
Kafrizzle	90
Abiliterator Guard	95
Fire Breath Guard	100
HOW ACQUIRED	

75 points in Fire II

Monster

Synthesis

ICE	
ABILITY	Points
Cool Breath	3
Crack	7
Chilly Breath	14
Frost Slash	27
Crackle	40
Deep Breath	50

boreal serpent, sea dragon, great dragon

75 points in Sizz & Zam II

ICE II	62	
ABILITY	Points	
Chilly Breath	4	
Frost Slash	8	
Crackle	19	
Deep Breath	30	
Cold Blizzard	45	
Kacrack	60	
Abiliterator Guard	75	

50 points in Ice

Synthesis

ICE III	63
ABILITY	Points
Deep Breath	7
Cold Blizzard	15
Blizzard Slash	27
Kacrack	39
C-C-Cold Breath	64
Kacrackle	90
Blade Blunter Guard	95
Ice Breath Guard	100

BREATH 64		
ABILITY		Points
Fire Breath		5
Cool Breath		10
Flame Brea	th	18
Chilly Breat	h	26
Blowback		38
Deep Breat	n	50
HOW ACO	JIRED	
Monster	great argon lizard, ethereal serpent, megalodon, Xenion	
Other	_	

BREATH II 65	
ABILITY	Points
Flame Breath	7
Chilly Breath	14
Blowback	24
Deep Breath	34
Inferno	47
Cold Blizzard	60

BREATH III 6	
ABILITY	Point
Blowback	6
Deep Breath	12
Inferno	22
Cold Blizzard	32
Scorch	44
C-C-Cold Breath	56
Fire Breath Guard	76
Ice Breath Guard	100

FIREWIND SLASHES	67
ABILITY	Point
Flame Slash	8
Gust Slash	16
Bomb Slash	26
Dragon Slash	38
Inferno Slash	50
Gale Slash	65
Blast Slash	80
Multifists	100

75 points in Ice II

THUNDERWIND SLASHES 68	
ABILITY	Points
Gust Slash	8
Shade Slash	16
Charring Slash	26
Mercurial Thrust	38
Gale Slash	50
Shadow Slash	65
Singeing Slash	80
Miracle Slash	100

Inferno		47
Cold Blizzar	d	60
Sag Guard		75
HOW ACQU	IIRED	
Monster	_	100
Synthesis	50 points in Breath	

Fire Breath	auaro	70
Ice Breath Guard		100
HOW ACQU	IIRED	
Monster		
Synthesis	75 points in Breath II	

HOW ACQUIRED	
Monster	fright knight, riptide
Synthesis	Fire Fighter (23) + Boom Boxer (18) + Windblower (26)

HOW ACQUIRED	
Monster	octavian sentry, overkilling machine
Synthesis	Windblower (26) + Dark Knight (11) + Dragon Lore (64) (or Wulfspade (18))

ICEPLOSION SLASHES	69
ABILITY	Points
Frost Slash	8
Hallowed Slash	16
Bomb Slash	26
Metal Slash	38
Blizzard Slash	50
Sacred Slash	65
Blast Slash	80
Multifists	100

HOW ACQUIRED	
Monster	gold galem, shogum
Synthesis	Boom Boxer (18) + Icemeister (17) + White Knight (12)

DARKLIGHT SLASHES	70	
ABILITY	Points	
Frost Slash	8	
Hallowed Slash	16	
Shade Slash	26	
Mysterian Mauler	38	
Blizzard Slash	50	
Sacred Slash	65	
Shadow Slash	80	
Miracle Slash	100	

HOW ACQUIRED	
Monster	metal slime knight, trauminator
Synthesis	Windblower (26) +White Knight (12) + Dark Knight (11)

FIRE FIGHTER	
ABILITY	Points
Frizz	4
Helm Splitter	13
Slime Dunk	23
Body Slam	34
Frizzle	47
Tingle	57
Inferno Slash	75
Attack Roulette	100

HOW ACQUIRED		HOW ACQUIRED	
Monster	wax murderer, dancing flame	Monster	weartiger, drakularge
Other	_	Other	
		- Super	ERS-Joker
	BRAGON QUEST	Make	

BOOM BOXER	72
ABILITY	Point
Bang	10
Beast Bopper	18
Slowing Slug	24
Squelch	34
Boom	47
One-on-One	62
Blast Slash	80
HP Roulette	100

HOW ACQ	JIRED	
Monster	weartiger, drakularge	
Other		

WIND BLOWER	73	
ABILITY	Point	
Woosh	5	
Dodgy Dance	16	
Demon Demeaner	26	
Wind Sickles	35	
Swoosh	47	
Mercurial Thrust	62	
Gale Slash	80	
Defence Roulette	100	

ICEMEISTER	74	
ABILITY	Point:	
Crack	7	
Nature Nerfer	17	
Tongue Lashing	24	
Breathtaking Bash	34	
Crackle	48	
Meditation	63	
Blizzard Slash	80	
Agility Roulette	100	

WHITE KNIGHT	
ABILITY	Points
Zap	6
Material Whirl	12
Dazzleflash	19
Baffling Bonk	29
Zapple	45
Stupefying Strike	55
Sacred Slash	75
Wisdom Roulette	100

Warding a Stiff and the state of the Stiff	Married Married Woman
ABILITY	Point
Zam	5
Undead Undoer	11
Tap Dance	17
Defuddle	27
Zammle	45
Weakening Wallop	55
Shadow Slash	75
MP Roulette	100

Monster	phantom fencer, diemon
Other	_

HOW ACO	UIRED
Monster	frou-fry, frostburn
Other	_

HOW ACQUIRED		HOW ACQUIRED	
Monster	slime knight, mohawker	Monster	dracky, dark slime knight
Other	_	Other	_

HEALER	77
ABILITY	Points
Heal	4
Buff	12
Midheal	28
Zing	42
Reheal	52
Meditation	62
Megaheal	75
Kazing	100

CURE-ALL	78
ABILITY	Point
Heal	4
Tingle	12
Kabuff	20
Multiheal	30
Wave of Relief	40
Amor Seco Rain	55
Song of Salvation	75
Omniheal	100

CLEANSER	79
ABILITY	Points
Squelch	4
Tingle	8
Defuddle	14
Zing	30
Amor Seco Rain	44
Wave of Relief	58
Kazing	80
Disruptive Wave	100

CHAMPION	80
ABILITY	Point
Double-Edged Slash	7
Demon Demeaner	13
Double Up	19
Oomph	31
Undead Undoer	40
Meditation	52
Oomphie	70
Sag Guard	100

HOW ACQUIRED	
Monster	healslime, frogface, angel slime, cureslime, skeleton soldier, boh, malroth
Synthesis	Cleanser (100) + Cleanser (100)

HOW ACQUIRED	
Monster	Hades condor, king cureslime, conkettes
Other	

HOW ACQUIRED		
chimaera, chimaera X, king squid, hargon		
Healer (100) + Healer (100)		

HOW ACQUIRED		
Monster	wild slime, aquestrian gladiator, dullahan	
Other	-	

DEFENDER	81
ABILITY	Points
Buff	5
Heal	11
Dazzleflash	17
Kabuff	27
Defending Champion	40
Midheal	53
Weakening Wallop	66
Selflessness	80
Sap Guard	100

ABILITY	Points
Accelerate	5
Heal	11
Decelerate	17
Dodgy Dance	25
Sandstorm	35
Acceleratie	47
Mercurial Thrust	61
Showstopper	85
Decelerate Guard	100

MAGE AID	83	
ABILITY	Points	
Drain Magic	4	
Hocus Locust	10	
Share Magic	18	
Fizzle	26	
Magic Multiplier	38	
Kafizzle	52	
Give Magic	70	
Drain Magic Guard	85	
Dim Guard	100	

FORTIFIER	84
ABILITY	Poin
Accelerate	4
Heal	8
Buff	14
Ping	22
Oomph	32
Acceleratie	42
Kabuff	54
Kaping	76
Oomphie	100

HOW ACO	UIRED
Monster	komodo, crabid, jum
Other	Total Control of the

HOW ACC	IUIRED
Monster	orc, great sabrecat, jumping jackal
Other	

HOW ACO	UIRED
Monster	snail slime, yabby, mum
Other	1-

HOW AC	DUIRED
Monster	bodkin archer, bona constrictor, boe
Other	-

ENFEEBLER	85
ABILITY	Points
Sag	8
Dim	16
Weakening Wallop	28
Stupefying Strike	40
Kasag	55
Kadim	70
Sag Guard	85
Dim Guard	100

SABOTEUR 8	
ABILITY	Points
Decelerate	6
Sap	14
Tacticlamp	24
Slowing Slug	34
Deceleratie	46
Kasap	58
Aha	68
Sap Guard	84
Decelerate Guard	100

ANTIMAGIC	87	
ABILITY	Points	
Fizzle	5	
Magic Frailty	10	
Ping	18	
Dim	26	
Magic Barrier	38	
Stupefying Strike	46	
Bounce	56	
Dim Guard	65	
Fizzle Guard	75	

ANTIMAGIC II	88
ABILITY	Point
Kafizzle	5
Magic Frailty	10
Magic Barrier	25
Bounce	35
Kadim	49
Kaping	65
Lingering Malhaze	81
Dim Guard	90
Fizzle Guard	100

HOW ACO	UIRED
Monster	boring bug, goodybag, goodybag X, skeleton, skeleton X
Other	-

HOW ACQ	UIRED
Monster	cyber slime, capsichum, skipper
Other	

HOW ACO	UIRED
Monster	black dragon, gryphon, heyedra
Other	-

ANTI-DRAGON	89	
ABILITY	Point	
Dragon Slash	5	
Insulate	10	
Blowback	18	
Gobstopper	28	
Breathtaking Bash	38	
Insulatle	50	
Brake Wind	64	
Fire Breath Guard	80	
ice Breath Guard	100	

ABILITY	Points
Accelerate	4
Metal Slash	12
Oomph	20
Magic Frailty	30
Acceleratie	40
Hatchet Man	50
Agility +30	70
Metal Beater	100

BOLSTERER	91	
ABILITY	Points	
Buff	4	
Sandstorm	8	
Insulate	16	
Kabuff	26	
Insulatle	38	
Selflessness	52	
Magic Barrier	66	
Mist Me	82	
Sap Guard	100	

BARRICADE	
ABILITY	Points
Kabuff	4
Blowback	9
Defending Champion	14
Clang	22
Brake Wind	30
Bounce	40
Mist Me	50
Counter	75
Sap Guard	100

Gobstop	per	28
Breathtal	ring Bash	38
Insulatie		50
Brake Wi	nd	64
Fire Breath Guard		80
ice Breat	h Guard	100
HOW AC	QUIRED	
Monster	boss troll, hyper heyedra	a, restless armo
Other	_	

HOW ACQUIRED	
Monster	paws, gigantes, hunter mech
Other	-

HOW ACQUIRED		HOW ACQUIRED	
Monster	shell slime, magmalice, dessert demon	Monster	mechan-o'-wyrm, living statue, mumboh-jumboe
Other	_		mumbon-jumboe
10.01177		Other	_

Monster

Other

SEAL	
ABILITY	Paints
Breathtaking Bash	5
Break-dance Beat	11
Kafizzle	20
Magic Frailty	30
Critical Miss	42
Ban Dance	55
Gobstopper	69
Abiliterator	84
Blade Blunter	100

HYPNOTIST	94	
ABILITY	Points	
Snooze	6	
Dazzle	12	
Fuddle	16	
Bemusing Breath	20	
Tongue Lashing	24	
Kasnooze	34	
Kafuddle	44	
Confusion Guard	72	
Sleep Guard	100	

TOXIFIER	
ABILITY	Point
Poisonous Poke	6
Poison Breath	12
Paralysing Punch	18
Burning Breath	26
Venom Breath	38
Venomous Volley	50
Poison Guard	75
Paralysis Guard	100

dragonthorn, argon lizard, giant moth

Monster

Other

98

10

20

30

102

FEAR-MONGER	96	
ABILITY	Points	
Heart Breaker	4	
Fuddle	8	
Tongue Lashing	14	
Bemusing Breath	22	
Baffling Bonk	30	
Frenzy	42	
Kafuddle	56	
Inaction Guard	76	
Confusion Guard	100	

bag o' laughs, cannibox, trap box

HOW ACQUIRED	
Monster	red dragon, winky, flyguy
Other	_

HOW ACO	UIRED
Monster	eveel, lips, cross eye
Other	

DIMINISHER ABILITY

Slowing Slug

Other

**BOUNTY HUNTER** 

Weakening Wallop

Stupefying Strike

GUERRILLA	99
ABILITY	Points
Heart Breaker	4
Slowing Slug	11
Poisonous Poke	19
Baffling Bonk	29
Blinding Blow	39
Dodgy Dance	51
Paralysing Punch	63
Venomous Volley	80
Brake Wind	100

ASSASSIN	100
ABILITY	Point
Sleep Sock	10
Paralysing Punch	20
Demon Demeaner	30
Dazzleflash	40
Baffling Bonk	50
Undead Undoer	60
Frenzy	70
Assassin's Stab	85
Whack Guard	100

BAD BREATH	97
ABILITY	Points
Poison Breath	5
Sweet Breath	12
Blowback	22
Bemusing Breath	34
Brake Wind	46
Burning Breath	63
Venom Breath	80
Poison Guard	100

Monster

Monster

Other

Other

king bubble slime, night emperor, walking corpse

Blade Blunter		40
Breathtakin	Breathtaking Bash	
Break-danc	Break-dance Beat	
Blinding Blo	Blinding Blow -	
Abiliterator	Abiliterator	
HOW ACQ	UIREO	
Monster	Monster hell hornet, demonrider, roseguardin	

HOW ACC	UIRED
Monster	tyrantosaurus, mischievous mole fencing fox, robbin' huddle
Other	_

whack o	uaru 100
HOW AC	QUIRED
Monster	metal dragon, killing machine, grim rider
Other	

HUNTSMAN	101	
ABILITY	Points	
Sleep Sock	10	
Penny Pincher	20	
Klepto Clobber	30	
Metal Slash	40	
Dragon Slash	50	
Double Up	60	
Slime Dunk	80	
Mysterian Mauler	100	

wild boarfish, gererilla, hammerhood

ABILITY		Points
Klepto Clob	ber	5
Material WI	nirl	10
Penny Pincher		20
Mercurial T	hrust	30
Metal Slash		45
Paralysing Punch		60
Assassin's Stab		75
Metal Beater		100
HOW ACQ	UIRED	
Monster	beetlebully, brownie, robbin' hood	
Other		

CRUSADER	
ABILITY	Point
Miracle Slash	4
Multiheal	8
Zapple	16
Wave of Relief	24
Reheal	36
Prezing	48
Omniheal	64
Kazap	80
Zap Guard	100

balhib, nokturnus

Monster

Other

CURSADI	R	104
ABILITY		Points
Double-Edg	jed Slash	5
Donk		10
Wave of Panic		17
Whack		25
Frenzy		35
Thwack		47
Kadonk		60
Zam Guard		80
Whack Guard		100
HOW ACO	UIRED	
Monster	tortured soul, prince o' thieves, Ace of Spades	

MUSPELL	105	
ABILITY	Points	
Fuddle	4	
Singe	10	
Donk	16	
Frenzy	22	
Assassin's Stab	32	
Whack	42	
Mysterian Mauler	56	
Sear	70	
Magic Burst	100	

HOW ACQUIRED	
Monster	dark slime, cross bones, orgodemir
Other	1

NIFLHEIM	106
ABILITY	Points
Cool Breath	8
Zam	16
Undead Undoer	24
Chilly Breath	32
Zammle	44
Lingering Malhaze	56
Wave of Panic	76
Kazam	100

HOW ACQUIRED	
Monster	dracolord, gripevine, dierantula, psaro
Other	

DANCER	107	
ABILITY	Points	
Dodgy Dance	4	
Weird Dance	12	
Fuddle Dance	22	
Tap Dance	32	
Sultry Dance	42	
Ban Dance	52	
Hustle Dance	67	
Death Dance	82	
Kerplunk Dance	100	

HOW AC	QUIRED
Monster	satyr, mud mannequin, dancing devil
Other	-

BOMBARDIER		108
ABILITY		Points
Boulder Da	sh	4
Bomb Slast	1	10
Kamikazee		18
Boulder Bas	sh	31
Kerplunk		47
Blast Slash		65
Boulder Tos	38	85
Donk Guard		100

Monster	liquid metal slime, noble gasbagon, pazuzu
Other	_

TOUGHIE	109
ABILITY	Points
Sandstorm	10
Body Slam	20
Blowback	30
Sultry Dance	40
War Cry	50
Hustle Dance	65
One-on-One	75
Counter	100

HOW ACCOUNTED	
Monster	jargon, drakulard, bullfinch
Other	-

BERSERKER	110
ABILITY	Points
Double-Edged Slash	6
Body Slam	13
Double Up	20
One-on-One	28
Frenzy	36
Hatchet Man	50
Kerplunk Dance	80
Sag Guard	100

HOW ACQUIRED	
Monster	notso macho, buffalogre, headhunter
Other	-

MARTYR		
ABILITY	Points	
Double-Edged Slash	10	
Body Slam	18	
Blowback	26	
Double Up	35	
One-on-One	44	
Selflessness	53	
Kamikazee	65	
Kerplunk Dance	80	
Kerplunk	100	

HOW ACQUIRED		
Monster	nardragon, night clubber, rockbomb	
Other	_	

REAPER	112	
ABILITY	Points	
Helm Splitter	3	
Demon Demeaner	8	
Cool Breath	17	
Whack	26	
Chilly Breath	38	
Assassin's Stab	53	
Death Dance	68	
Wave of Panic	84	
Thwack	100	

Monster	nemeslime, shadow, dhuran wight king
Other	1-

NIGHTMARE	
ABILITY	Points
Drain Magic	4
Sleep Sock	10
Sweet Breath	16
Spocky Aura	26
Death Dance	40
Wave of Panic	50
Sleep Guard	75
Drain Magic Guard	100

	I Secretary and the second
Monster	pan piper, mimic, murdaw
Other	

COLD SLEEP	114
ABILITY	Points
Snooze	4
Cool Breath	12
Sleep Sock	22
Whack	34
Chilly Breath	44
Kasnooze	56
Sleep Guard	78
Gobstopper Guard	100

HOW ACQUIRED	
Monster	frou-frou, snowbird, lethal armour
Other	_

CLERIC	115
ABILITY	Paint
Zapple	5
Multiheal	10
Reheal	20
Кагар	30
Gigaslash	45
Omniheal	60
Gigagash	80
Zap Guard	100

Monster	frou-frou, snowbird, lethal armour
Other	

AQUAPOTHECARY	116
ABILITY	Points
Heal	5
Waterspout	10
Sultry Dance	15
Midheal	23
Mist Me	33
Geyser	45
Amor Seco Rain	60
Song of Salvation	80
Magic Regenerator	100

Monster king slime, ultra slime, alabast dragon

ALL-ROUNDER	117
ABILITY	Point
Poison Breath	5
Weird Dance	12
Weakening Wallop	20
Fuddle Dance	28
Bemusing Breath	39
Break-dance Beat	52
Critical Miss	65
Amor Seco Rain	80
Song of Salvation	100

HOW ACQUIRED	
Monster	khalamari kid, merman, see urchin
Other	_

MIME	118
ABILITY	Points
Tap Dance	4
Spooky Aura	10
Sultry Dance	18
Ban Dance	28
Gobstopper	40
Tongue Lashing	52
Hustle Dance	76
Ban Dance Guard	100

MIME		118	TRICKSTER	119
ABILITY		Points	ABILITY	Points
Tap Dance		4	Decelerate	6
Spooky Au	ra	10	Double-Edged Slash	12
Sultry Dan	ce	18	Weird Dance	20
Ban Dance		28	Deceleratie	31
Gobstoppe	r	40	Dim	42
Tongue Las	shing	52	Breathtaking Bash	55
Hustle Dan	ce	76	Break-dance Beat	70
Ban Dance	Guard	100	Stupefying Strike	85
HOW ACO	UIRED		Blowback	100
Monster	chainine, don mole,		HOW ACQUIRED	
	Heedooyouddo		Monster cheeky tiki	erazor blade

HOW ACQUIRED		
Monster	cheeky tiki, erazor blade	
Other	-	

SLIMER	120
ABILITY	Points
Frizz	2
Heal	5
Zap	15
Body Slam	22
Dazzleflash	30
Sag	40
Midheal	55
Share Magic	75
Steady Recovery	100

NATURALIST	121
ABILITY	Points
Heart Breaker	3
Sandstorm	7
Dragon Slash	13
Body Slam	19
Mercurial Thrust	27
Tongue Lashing	35
War Cry	45
Mysterian Mauler	57
Hatchet Man	75

HOW ACO	UIRED
Monster	great sabrecub, spiked hare, heligator, platypunk
Other	_

Monster great sabrecub, spiked hare, heligator, platypunk		
Other	<b>I</b> -	
BIRD BR	AIN	125
ABILITY		Point
Accelerate		4
Wind Sickl	es	8
Acceleratie		18
Insulate		30
Sandstorm		38
Multislash		53
Insulatle		70
Brake Wind	i	80
Thin Air		100

HOW ACQUIRED	
Monster	stark raven, gargoyle, cockateer, mecha-mynah
Other	1-

WULFSPADE	129
ABILITY	Points
Zap	5
Oomph	11
Charring Slash	18
Spark	28
Zapple	40
Sag	48
Lightning	60
Steady Recovery	75

Monster	wulfspade	
Other	1-	

DIAMAGON	133	
ABILITY	Points	
Crack	5	
Midheal	13	
Waterspout	18	
Frost Slash	23	
Crackle	33	
Zing	48	
Geyser	60	
Metal Beater	75	

diamagon

Monster

Other

GRAVEHEART	122
ABILITY	Points
Poisonous Poke	6
Helm Splitter	14
Sleep Sock	22
Slowing Slug	32
Sweet Breath	45
Venomous Volley	60
Kamikazee	80
Whack Guard	100

HOW ACQUIRED	
Monster	ghost, funghoul, mummy boy, soulspawn
Other	-

GREEN FINGER	126	
ABILITY	Points	
Squelch	4	
Tingle	14	
Midheal	22	
Defuddle	30	
Share Magic	42	
Weird Dance	54	
Song of Salvation	64	
Tap Dance	84	
Miracle Slash	100	

HOW ACQUIRED	
Monster	rotten egg, treeface, stump chump
Other	-

WULFSPADE II	130	
ABILITY	Points	
Zapple	5	
Oomphie	15	
Lightning	23	
Singeing Slash	33	
Lightning Storm	45	
Kazap	60	
Kasag	70	
Poisonous Touch	85	
Dazzle Guard	100	

HOW ACQUIRED	
Monster	-
Synthesis	75 points in Wulfspade

DIAMAGON II	134	
ABILITY	Points	
Crackle	5	
Megaheal	15	
Geyser	23	
Blizzard Slash	33	
Kacrack	45	
Tidal Wave	55	
Kazing	70	
Paralysing Touch	85	
Paralysing Guard	100	

75 points in Diamagon

Monster

Synthesis

DIABOLIST	123	
ABILITY	Points	
Fizzle	4	
Donk	10	
Aha	16	
Kafizzle	24	
Magic Frailty	36	
Sag	53	
Whack	70	
Magic Barrier	85	
Unnatural Order	100	

HOW ACQUIRED	
Monster	atlas, lesser demon, silvapithecus, bone baron
Other	-

HIVE MIND	127	
ABILITY	Paints	
Buff	5	
Snooze	10	
Heart Breaker	15	
Sleep Sock	25	
Paralysing Punch	35	
Nature Nerfer	50	
Defending Champion	65	
Fuddle Dance	80	
Hustle Dance	100	

HOW ACQUIRED	
Monster	scissor beatle, scorpion, beetleboy
Other	

HAWKHART	131	
ABILITY	Points	
Frizz	5	
Snooze	11	
Flame Slash	19	
Frizzle	28	
Singe	38	
Dazzle	48	
Sear	60	
Magic Regenerator	75	

HOW ACQUIRED		
Monster	hawkhart	
Other	_	

CLUBOON	135
ABILITY	Points
Bang	7
Boulder Dash	12
Buff	18
Bomb Slash	26
Boom	38
Sap	48
Boulder Bash	60
Master of Weapons	75

HOW ACO	UIRED	Inaction Gu	aru
Monster	cluboon	HOW ACOU	IIRED
Other	1-	Monster	_
		Synthesis	75 points in Clubo
	BRAGONQUES	T MONSI	Fug 0

DRAGON LORE	124	
ABILITY	Points	
Fire Breath	5	
Cool Breath	10	
Sandstorm	17	
War Cry	25	
Boulder Dash	38	
Singe	51	
Wind Sickles	64	
Chilly Breath	82	
Flame Breath	100	

HOW ACQUIRED		
Monster	dragon slime, green dragon, seasaur, hackasaurus, green dragon X	
Other		

MATERIALIST	128	
ABILITY	Points	
Helm Splitter	7	
Metal Slash	14	
Hatchet Man	24	
Kabuff	34	
Bounce	46	
Material Whirl	61	
Kamikazee	76	
Kerplunk	100	

HOW ACQUIRED		
Monster	dingaling, anchorman, golem, muddy hand	
Other		

HAWKHART II	132	
ABILITY	Points	
Frizzle	5	
Dazzle	10	
Inferno Slash	18	
Kafrizz	30	
Sear	42	
Cremate	58	
Kasnooze	70	
Confusing Touch	85	
Ban Dance Guard	100	

HOW ACQUIRED		
Monster	-	
Synthesis	75 points in Hawkhart	

CLUBOON II	136	
ABILITY	Points	
Boom	8	
Kabuff	16	
Boulder Bash	24	
Blast Slash	33	
Boulder Toss	43	
Kasap	55	
Kaboom	70	
Sleepy Touch	85	
Inaction Guard	100	

HOW ACQUIRED			
Monster	_		
Synthesis	75 points in Cluboon 2		

WILDCARD	137
ABILITY	Points
Cremate	12
Tidal Wave	24
Blade Blunter	32
Boulder Toss	44
Paralysis Guard	54
Lightning Storm	66
Hustle Dance	74
Wind Shear	86
Kadonk	100

DRAGONLORD		138
ABILITY	THE SEL	Points
Kafizzle		4
Megaheal		9
Cold Blizza	rd	19
Inferno		29
Spooky Aura		44
Wave of Panic		60
C-C-Cold Breath		80
Scorch		100
HOW ACQ	UIRED	
Monster	dragonlord	
Other		

Points  4  8  15  23
8
15
Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the Own
22
23
33
45
70
100

Other

LEOPOLD	140
ABILITY	Puint
Chilly Breath	10
Whack	20
Critical Miss	30
Cold Blizzard	40
Magic Frailty	55
Mysterian Mauler	70
Thwack	85
C-C-Cold Breath	100

Monster	Wildcard
Other	

HOW ACO	UINCU
Monster	dragonlord
Other	1-

CQUIRED		HOW ACQUIRED		
r	Dragovian lord	Monster	leopold	
	_	Other		

DHOULMAGUS	141
ABILITY	Points
Kasap	4
War Cry	9
Bemusing Breath	14
Bounce	24
Disruptive Wave	34
Kaswoosh	46
Kacrack	58
Kamikazee	70
Kasag	100

RHAPTHORNE	142
ABILITY	Points
Drain Magic	5
Kadim	10
Kasnooze	18
Clang	30
Spooky Aura	40
Cold Blizzard	50
Kaswoosh	65
Kacrack	80
Death Dance	100

RHAPTHORNE II	143
ABILITY	Points
Dazzle	4
Sweet Breath	8
Spooky Aura	12
Shadow Slash	17
C-C-Cold Breath	28
Disruptive Wave	44
Kazammle	64
Kaboomle	84
Comeback Kid	100

ESTARK	
ABILITY	Paints
Double-Edged Slash	5
Multislash	11
Spooky Aura	19
Kacrack	31
Kazam	43
Comeback Kid	53
Assassin's Stab	68
Wave of Panic	80
Disruptive Wave	100
HOW ACQUIRED	

Monster	dhoulmagus	
Other		

Death Danc	:e	100
HOW ACQ	UIRED	
Monster	rhapthorne	
Other	_	

HOW ACQUIRED	
Monster	rhapthorne II
Other	

HOW ACQUIRED	
Monster	estark
Other	1-

NIMZO	145	
ABILITY	Points	
Blowback	5	
Kaping	10	
Spooky Aura	15	
Deep Breath	20	
Inferno	35	
Kafrizz	50	
Kaboom	65	
Scorch	80	
Disruptive Wave	100	

MORTAMOR	146
ABILITY	Points
Dazzleflash	5
Venom Breath	10
Burning Breath	20
Meditation	30
Inferno	40
Kaboom	55
Kazam	70
Disruptive Wave	100

CAPTAIN CROW	147	
ABILITY	Points	
Penny Pincher	4	
Klepto Clobber	8	
Blinding Blow	13	
Multislash	23	
Tacticlamp	35	
Gigaslash	55	
Gigagash	85	
Master of Weapons	100	

WULFSPADE III	148
ABILITY	Points
Critical Miss	10
Kafuddle	20
Counter	32
Kamikazee	42
Oomphle	55
Kasag	70
Kerplunk	85
Abiliterator Guard	100

HOW ACQ	UIRED
Monster	nimzo
Other	

Monster	mortamor
Other	_

HOW ACQ	UIRED	
Monster	Captain Crow	
Other	-	

HOW ACO	JIRED
Monster	wulfspade ace
Other	_

DIAMAGON III	149	
ABILITY	Points	
Crackle	5	
Boom	10	
Dazzleflash	20	
Disruptive Wave	30	
Kacrack	40	
Kaboom	50	
Gigaslash	70	
Magic Burst	100	

HAWKHART III		150	
ABILITY		Points	
Heal		4	
Zing		12	
Midheal		20	
Multiheal		29	
Wave of Re	lief	44	
Reheal		58	
Megaheal		68	
Kazing		80	
Omniheal		100	
Omniheal			
ster	hawkhart ace		

Other

DR SNAPPED	152
ABILITY	Points
War Cry	10
Clang	16
Meditation	26
Wave of Panic	40
Kazammle	54
Decelerate Guard	64
Gobstopper Guard	74
Kasag	86
Lightning Storm	100

Dr Snapped

Monster

Other

HOW ACO	UIRED	
Monster	diamagon ace	
Other		

00	HOW ACO	UIRED
	Monster	cluboon ace
	Other	_

RUIN	153
ABILITY	Points
Buff	5
Mercurial Thrust	10
Boulder Bash	20
Magic Multiplier	34
Comeback Kid	50
Insulate	60
Boulder Toss	72
Donk	78
Gigaslash	100

HOW ACO	UIRED
Monster	ruin
Other	

OROCHI	154
ABILITY	Point
Fire Breath	2
Gobstopper	10
War Cry	18
Sandstorm	27
Flame Breath	39
Hocus Locust	49
Comeback Kid	63
Lightning Storm	80
Scorch	100

HOW ACO	JIRED
Monster	orochi
Other	_

ZENITH DRAGON	155
ABILITY	Points
Inferno	8
Cold Blizzard	13
Meditation	18
Scorch	28
Kadonk	38
C-C-Cold Breath	53
Wicked Waltz	75
Comeback Kid	100

HOW ACO	UIRED	
Monster	zenith dragon	
Other	_	

ZOMA	156
ABILITY	Points
Blade Blunter	4
Kacrack	9
Megaheal	19
Cold Blizzard	29
Disruptive Wave	44
Kacrackle	60
C-C-Cold Breath	80
Big Banga	100

HOW ACO	UIRED	
Monster	zoma	
Other	_	

160

4 9 19

29 44

60 80 100

EXORSUS	157
ABILITY	Points
Ping	5
Sizzle	15
Megaheal	23
Kasizz	33
Thwack	45
Kasizzle	60
Kadonk	70
Sizz Guard	85
Magical Sabotage Guard	100

HOW ACQUIRED	
Monster	Exorsus
Other	

DUAL DUELLERS	158
ABILITY	Points
Dodgy Dance	5
Thin Air	13
Boulder Bash	21
Kazing	33
Boulder Toss	46
Wind Shear	59
Lingering Malhaze	73
Crack Guard	88
Magic Regenerator	100

HOW ACQUIRED	
Monster	Dual Duellers
Other	_

DORSAL FIEND	159
ABILITY	Points
Buff	8
Nature Nerfer	16
Drain Magic Guard	31
Undead Undoer	39
Kafuddle	50
Hocus Locust	58
Tidal Wave	70
Multifists	85
Donk Guard	100

HOW ACQUIRED

Monster Dorsal Fiend

Other

Magic Mult	iplier
Spooky Au	ra
Abiliterator	
Death Danc	de de
Wave of Pa	inic
HOW ACO	UIRED
Monster	Thornella

THORNELLA

ABILITY

Kafizzle

Megaheal Ban Dance

Vonster	Thornella
Other	-

MORTELLA	161
ABILITY	Points
Demon Demeaner	8
Critical Miss	16
Acceleratie	26
Thin Air	36
Magic Frailty	51
Wind Shear	67
Thwack	85
Magical Sabotage Guard	100

HOW ACQUIRED	
Monster	Mortella
Other	_

CANZAR	162
ABILITY	Point
Dazzle	6
Slime Dunk	11
Deceleratie	17
Insulate	25
Hocus Locust	35
Poisonous Poke	49
Multiheal	67
Comeback Kid	78
Pearly Gates	100

HOW ACQUIRED	
Monster	Canzar
Other	I

AQUARION	163
ABILITY	Points
Geyser	5
Reheal	12
Material Whirl	20
Beast Bopper	28
Blinding Blow	36
Miracle Slash	49
Comeback Kid	65
Tidal Wave	80
Pearly Gates	100

Monster	Aquarion	
Other	_	

GREAT GODBIRD	164	
ABILITY	Points	
Comeback Kid	18	
Insulatle	26	
Multiheal	31	
Unnatural Order	36	
Defuddle	44	
Omniheal	54	
Donk Guard	69	
Frizz Cracker	89	
MP Gambit	100	

HOW ACQUIRED	
Monster	great godbird
Other	-

STORMSGATE CITADEL 16	
ABILITY	Points
Wind Sickles	6
Drain Magic	10
Kaswoosh	20
Paralysis Guard	32
One-on-One	42
Comeback Kid	57
Kadim	69
Thin Air	82
Kaswooshle	100

HOW ACQUIRED	
Monster	stormsgate citadel
Other	

WORMONGER	166
ABILITY	Points
Poison Breath	5
Beast Bopper	10
Burning Breath	18
Material Whirl	26
Venom Breath	38
Venomous Volley	50
Bemusing Breath	65
Kadonk	85
Comeback Kid	100

HOW ACQUIRED	
Monster	wormonger
Other	

MISSING LYNX	167
ABILITY	Point
Snooze	5
Sear	11
Sandstorm	20
Thin Air	30
Oomph	44
Counter	60
Kasag	72
Cremate	87
Comeback Kid	100

HOW ACQUIRED	
Monster	missing lynx
Other	

BJORN	168
ABILITY	Points
War Cry	4
Boulder Bash	9
Nature Nerfer	16
Beast Bopper	23
Donk	35
Boulder Toss	50
Gigaslash	70
Comeback Kid	88
HP Gambit	100

EMPYREA	169
ABILITY	Points
Magical Sabotage Guard	18
Ping	26
Megaheal	31
Tacticlamp	36
Insulate	44
Multiheal	54
Comeback Kid	69
Wind Shear	89
Able Ambusher	100

KHALAMARI	170
ABILITY	Points
Waterspout	5
Slime Dunk	11
Beast Bopper	17
Geyser	27
Tacticlamp	35
Magic Multiplier	49
Tidal Wave	65
Comeback Kid	80
Lingering Malhaze	100
LIGHT ACCUMPED	STATE OF THE PARTY

SAGITTAR	171
ABILITY	Points
Dodgy Dance	5
Nature Nerfer	11
Aha	19
Baffling Bonk	31
Thin Air	43
Assassin's Stab	58
Abiliterator	70
Comeback Kid	80
Wind Shear	100

LEONYX	
ABILITY	Points
War Cry	5
Kasap	11
Mysterian Mauler	19
Meditation	29
Magic Regenerator	41
Kacrackie	55
Comeback Kid	67
Kafrizzle	81
Frizz Gracker	100

HOW ACO	UIRED
Monster	Empyrea
Other	_

HOW ACQ	UIRED
Monster	khalamari
Other	

HOW ACO	JIRED	
Monster	Sagittar	
Other	_	

HOW ACQ	UIRED
Monster	Leonyx
Other	

RIGOR MORTEX 17	
ABILITY	Points
Aha	5
Unnatural Order	13
Donk	25
Kasnooze	33
Comeback Kid	42
Clang	50
Showstopper	50
Blade Blunter Guard	80
Big Banga	100

ATTACK B	OOST	174
ABILITY		Points
Attack +3		4
Maximum H	IP +5	8
Attack +3		14
Maximum H	IP +10	20
Attack +5		29
Maximum H	IP +10	38
Attack +5		50

ATTACK BOOST II	
ABILITY	Points
Attack +5	4
Maximum HP +10	8
Attack +5	14
Maximum HP +10	20
Attack +5	28
Maximum HP +10	36
Attack +10	48
Maximum HP +10	60
Attack +10	75

ATTACK BOOST III	176
ABILITY	Points
Attack +10	4
Maximum HP +10	8
Attack +10	13
Maximum HP +10	18
Attack +10	27
Maximum HP +20	36
Attack +18	48
Maximum HP +20	60
Attack +18	75
Sag Guard	100

HOW ACQ	UIRED
Monster	Rigor Mortex
Other	

HOW ACO	UIRED
Monster	scouted monsters
Other	-

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Attack Boost

HOW ACQL	JIRED
Monster	scouted monsters
Synthesis	75 points in Attack Boost II

DEFENCE BOOST	177
ABILITY	Points
Defence +5	4
Maximum HP +10	8
Defence +5	14
Maximum HP +10	20
Defence +10	29
Maximum HP +10	38
Defence +10	50

DEFENCE BOOST II	178
ABILITY	Points
Defence +10	4
Maximum HP +20	8
Defence +10	14
Maximum HP +20	20
Defence +18	28
Maximum HP +20	36
Defence +18	48
Maximum HP +20	60
Defence +18	75

DEFENCE BOOST III	179	
ABILITY	Points	
Defence +18	4	
Maximum HP +20	8	
Defence +18	13	
Maximum HP +20	18	
Defence +18	27	
Maximum HP +20	36	
Defence +18	48	
Maximum HP +20	60	
Defence +18	75	
Sap Guard	100	

AGILITY BOOST	180
ABILITY	Points
Agility +5	4
Maximum HP +10	8
Agility +5	14
Maximum HP +10	20
Agility +10	29
Maximum HP +10	38
Agility +10	50

Monster	scouted monsters	
Other	_	

Monster	scouted monsters
Synthesis	50 points in Defence Boost

scouted monsters

75 points in Agility Boost II

100

Monster	scouted monsters
Synthesis	75 points in Defence Boost II

Monster	scouted monsters
Other	

AGILITY BOOST II	181
ABILITY	Points
Agility +10	4
Maximum HP +20	8
Agility +10	14
Maximum HP +20	20
Agility +18	28
Maximum HP +20	36
Agility +18	48
Maximum HP +20	60
Agility +18	75

50 points in Agility Boost

Monster

Synthesis

Y BOOST II	181	AGILITY BOOST III	
Walter St.	Points	ABILITY	Ų.
10	4	Agility +18	
m HP +20	8	Maximum HP +20	
10	14	Agility +18	
m HP +20	20	Maximum HP +20	
18	28	Agility +18	
m HP +20	36	Maximum HP +20	
18	48	Agility +18	
m HP +20	60	Maximum HP +20	
18	75	Agility +18	
COUIRED		Decelerate Guard	
scouted monste	rs	HOW ACQUIRED	

Monster

Synthesis

WISDOM	BOOST	183
ABILITY		Points
Wisdom +5		4
Maximum I	MP +10	8
Wisdom +5		14
Maximum MP +10		20
Wisdom +10		29
Maximum	MP +10	38
Wisdom +10		50
HOW ACQ	UIRED	
Monster	scouted monste	rs
Other	_	

WISDOM BOOST II	184
ABILITY	Paints
Wisdom +10	4
Maximum MP +20	8
Wisdom +10	14
Maximum MP +20	20
Wisdom +18	28
Maximum MP +20	36
Wisdom +18	48
Maximum MP +20	60
Wisdom +18	75

WISDOM BOOST III	185
ABILITY	Points
Wisdom +18	4
Maximum MP +20	8
Wisdom +18	13
Maximum MP +20	18
Wisdom +18	27
Maximum MP +20	36
Wisdom +18	48
Maximum MP +20	60
Wisdom +18	75
Dim Guard	100

HOW ACOL	IIRED
Monster	scouted monsters
Synthesis	75 points in Wisdom Boost II

FRIZZ WARD	186	
ABILITY	Point	
Wisdom +5	4	
Maximum HP +10	9	
Wisdom +5	15	
Maximum MP +10	22	
Frizz Guard	42	
Wisdom +5	52	
Magic Miser	64	
Maximum HP +10	76	
Magic Scrooge	100	

TANK DE LA COLOR		MALICE STATE
HOW ACQ	JIRED	
Monster	scouted monsters	
Other	-	

BANG WARD	187
ABILITY	Points
Wisdom +5	4
Attack +10	9
Wisdom +5	15
Maximum MP +10	22
Bang Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

waximum	VIP + IU	70
Magic Scro	oge	100
HOW ACO	UIRED	
Monster	scouted monsters	
Other		

WOOSH WARD	188
ABILITY	Point
Wisdom +5	4
Agility +5	9
Wisdom +5	15
Maximum MP +10	22
Woosh Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACO	UIRED	
Monster	scouted monsters	
Other	-	

CRACK WARD	189
ABILITY	Points
Wisdom +5	4
Defence +5	9
Wisdom +5	15
Maximum MP +10	22
Crack Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQU	JIRED
Monster	scouted monsters
Other	-

ZAP WARD 19	
ABILITY	Points
Wisdom +5	4
Maximum MP +10	9
Wisdom +5	15
Maximum MP +10	22
Zap Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQ	JIRED	
Monster	scouted monsters	
Other	_	

ZAP WARD	190
ABILITY	Points
Wisdom +5	4
Maximum MP +10	9
Wisdom +5	15
Maximum MP +10	22
Zap Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACO	UIRED
Monster	scouted monsters
Other	

ZAM WARD	191	
ABILITY	Points	
Wisdom +10	4	
Maximum MP +10	9	
Wisdom +5	15	
Maximum MP +10	22	
Zam Guard	42	
Wisdom +5	52	
Magic Miser	64	
Maximum MP +10	76	
Magic Scrooge	100	

HOW ACQ	UIRED
Monster	scouted monsters
Other	

SIZZ WARD	192
ABILITY	Points
Wisdom +5	4
Maximum HP +10	9
Agility +5	15
Maximum MP +10	22
Sizz Guard	42
Wisdom +5	52
Magic Miser	64
Maximum HP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	-

DONK WARD	193	
ABILITY	Points	
Maximum HP +10	4	
Defence +5	9	
Maximum MP +10	15	
Defence +5	22	
Donk Guard	42	
Defence +5	52	
Magic Miser	64	
Maximum MP +10	76	
Magic Scrooge	100	

HOW ACQUIRED	
Monster	scouted monsters
Other	

ICE BREATH WARD

197

ABILITERATOR WARD	194
ABILITY	Points
Maximum HP +10	4
Attack +5	10
Maximum MP +10	19
Defence +5	29
Abiliterator Guard	54
Maximum HP +10	70
Magic Regenerator	100

HOW ACQUIRED		
Captain Crow, scouted monsters		

BLADE BLUNTER WARD	195	
ABILITY	Points	
Maximum HP +10	4	
Agility +5	10	
Maximum HP +10	19	
Attack +5	29	
Blade Blunter Guard	54	
Agility +5	70	
Able Ambusher	100	

HOW ACQUIRED	
Monster	estark, scouted monsters
Other	great argon lizard (obtained at 50 monster types in holding pen)

FIRE BREATH WARD	
ABILITY	Points
Maximum HP +10	4
Attack +5	9
Maximum HP +10	15
Attack +5	22
Fire Breath Guard	42
Attack +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

Monster scouted monsters

Other

Maximum I	HP +10	4
Defence +5		9
Maximum HP +10		15
Defence +5		22
Ice Breath	Guard	42
Defence +5	i	52
Magic Miser		64
Maximum	MP +10	76
Magic Scro	ooge	100
HOW ACQ	UIRED	
Monster	scouted monsters	
Other		

WHACK WARD	198
ABILITY	Point
Maximum HP +10	4
Maximum MP +10	10
Maximum HP +10	19
Maximum MP +10	29
Whack Guard	54
Maximum HP +10	70
Steady Recovery	100

HOW ACO	UIRED	
Monster	scouted monsters	
Other	_	

DAZZLE WARD	199
ABILITY	Point
Maximum MP +10	4
Wisdom +5	10
Defence +5	19
Maximum HP +10	29
Dazzle Guard	54
Maximum MP +10	70
Magic Scrooge	100

UIRED		HOW ACQ	UIRED
Ī	scouted monsters	Monster	scouted monsters
		Other	
	RAGONQUEST	MONST	ERS-Jeker

POISON WARD	200
ABILITY	Point:
Maximum HP +10	4
Maximum MP +10	10
Maximum HP +10	19
Maximum MP +10	29
Poison Guard	54
Maximum HP +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	-

DRAIN MAGIC WARD 20	
ABILITY	Points
Maximum MP +10	4
Agility +5	10
Maximum MP +10	19
Agility +10	29
Drain Magic Guard	54
Maximum MP +10	70
Magic Scrooge	100

Magic Scrooge		100
HOW ACQ	UIRED	
Monster	scouted monsters	
Other		Unit and

FIZZLE WARD	202	
ABILITY	Points	
Maximum MP +10	4	
Wisdom +5	10	
Maximum MP +10	19	
Wisdom +10	29	
Fizzle Guard	54	
Maximum MP +10	70	
Magic Scrooge	100	

HOW ACO	UIRED
Monster	scouted monsters
Other	

GOBSTOPPER WARD	203	
ABILITY	Points	
Maximum HP +10	4	
Agility +5	10	
Maximum HP +10	19	
Agility +10	29	
Gobstopper Guard	54	
Maximum HP +10	70	
Steady Recovery	100	

HOW ACQUIRED	
Monster	scouted monsters
Other	drakularge (obtained at 100 monster types in holding pen)

BAN DANCE WARD	204
ABILITY	Points
Agility +5	4
Agility +5	10
Agility +5	19
Agility +5	29
Ban Dance Guard	54
Agility +10	70
Able Ambusher	100

HOW ACQUIRED		
Monster	scouted monsters	
Other		

CONFUSION WARD	205	
ABILITY	Points	
Maximum HP +10	4	
Defence +5	10	
Maximum HP +10	19	
Defence +10	29	
Confusion Guard	54	
Maximum HP +10	70	
Able Ambusher	100	

HOW ACQUIRED		
Monster	scouted monsters	
Other	-	

INACTION WARD	206	
ABILITY	Points	
Maximum HP +10	4	
Defence +5	10	
Agility +5	19	
Maximum HP +10	29	
Inaction Guard	54	
Defence +10	70	
Able Ambusher	100	

HOW ACQUIRED	
Monster	scouted monsters
Other	

PARALYSIS WARD	207
ABILITY	Point
Maximum HP +10	4
Defence +5	10
Agility +5	19
Maximum HP +10	29
Paralysis Guard	54
Defence +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	

SLEEP WARD 20	
ABILITY	Points
Maximum HP +10	4
Agility +5	10
Maximum HP +10	19
Agility +10	29
Sleep Guard	54
Maximum HP +10	70
Able Ambusher	100

HOW ACO	UIRED
Monster	scouted monsters
Other	

SAG WARD	209
ABILITY	Points
Maximum HP +10	4
Attack +5	9
Maximum MP +10	15
Defence +5	22
Sag Guard	42
Maximum HP +10	52
Magic Miser	64
Attack +5	76
Magic Scrooge	100

HOW ACO	UIRED
Monster	scouted monsters
Other	-

SAP WARD	210
ABILITY	Points
Defence +5	4
Agility +5	9
Maximum HP +10	15
Maximum MP +10	22
Sap Guard	42
Defence +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACO	UIRED
Monster	scouted monsters
Other	

DECELERATE WARD	211
ABILITY	Points
Maximum MP +10	4
Agility +5	9
Wisdom +5	15
Maximum HP +10	22
Decelerate Guard	42
Maximum MP +10	52
Magic Miser	64
Agility +5	76
Magic Scrooge	100

Monster	scouted monsters
Other	metal king slime (obtained at 150 monster types in holding pen)

DIM WARD	212
ABILITY	Point
Wisdom +5	4
Wisdom +5	9
Maximum HP +10	15
Maximum MP +10	22
Dim Guard	42
Defence +5	52
Magic Miser	64
Wisdom +10	76
Magic Scrooge	100

HOW ACQ	UIRED
Monster	scouted monsters
Other	grandpa slime (obtained at 200 monster types in holding pen)

MAGICAL SABOTAGE WARD	213
ABILITY	Points
Maximum HP +10	4
Attack +5	10
Maximum MP +10	19
Defence +5	29
Magical Sabotage Guard	54
Wisdom +5	70
Magic Scrooge	100

HOW ACQ	UIRED
Monster	scouted monsters
Other	

ÜBER DARK DYNAMITER	214	
ABILITY	Points	
Kafrizz	4	
Kazam	8	
Kaboom	13	
Inferno Slash	22	
Blast Slash	31	
Shadow Slash	40	
Kafrizzle	60	
Kazammle	80	
Kaboomle	100	

HOW ACQUIRED		
Monster	conklave XY	
Synthesis	Frizz & Bang III (100) + (Anything) & Zam III (100)	

ÜBER BLESSED BLIZZARDIER 215	
ABILITY	Points
Kaswoosh	4
Kazap	8
Kacrack	13
Gale Slash	22
Sacred Slash	31
Blizzard Slash	40
Kaswooshle	60
Kazapple	80
Kacrackle	100

HOW ACQUIRED		
Monster	bjorn (scouted)	
Synthesis	Frizz & Zap III (100) + Frizz & Zam III (100) + Bang & Woosh III (100)	

ÜBER MAGE	216	
ABILITY	Points	
Kafrizzle	14	
Kazapple	28	
Kazammle	42	
Kaswooshle	56	
Kacrackle	70	
Kaboomle	85	
Kasizzle	100	

HOW ACQUIRED	
Monster	missing lynx (scouted)
Synthesis	Frizz & Bang III (100) + Woosh & Crack III (100) + Sizz & Zap III (100)

ÜBER BREATH	217
ABILITY	Points
Sweet Breath	5
Blowback	11
Venom Breath	19
Bernusing Breath	27
Deep Breath	35
Burning Breath	45
Scorch	60
C-C-Cold Breath	75
Gobstopper Guard	100

ÜBER BREATH 217		ÜBER KN	IGHT	218	
ABILITY		Points	ABILITY		Points
Sweet Brea	ath	5	Inferno Sla	sh	8
Blowback		11	Blast Slash		16
Venom Bre	eath	19	Gale Slash		24
Bemusing	Breath	27	Singeing S	lash	32
Deep Breat	th	35	Blizzard SI	ash	40
Burning Breath 45		45	Sacred Slash		48
Scorch 60		Shadow Slash		56	
C-C-Cold Breath 75		Gigaslash		76	
Gobstopper Guard 100		Gigagash		100	
HOW ACC	UIRED		HOW ACC	UIRED	
Monster	fonster green dragon XY		Monster	skeleton XY	
Synthesis Breath III (100) + Bad Breath (100)		Synthesis	Firewind Slashes (100) + Slashes (100) + Iceplosion + Darklight Slashes (100)	Slashes (100)	

Monster

Synthesis

ÜBER HE	ALER	219
ABILITY	W	Points
Megaheal		7.
Dodgy Dan	ce	13
Give Magic		21
Magic Barr	er	31
Multiheal		41
Kazing		56
Mist Me		64
Prezing		80
Omniheal		100
HOW ACO	UIRED	
Monster	chimaera XY, Empy	rea (scouted)
Synthesis	Healer (100) + Mage-Aid (100) + Bolsterer (100)	

ÜBER HELPFUL		220
ABILITY	6	Point
Acceleratie		8
Kabuff		16
Deceleratie		24
Kasap		32
Kaping		47
Oomphie		62
Kadim		80
Kasag		100

HOW ACQUIRED		
Monster	teeny sanguini XY, khalamari (scouted	
Synthesis	Fortifier (100) + Enfeebler (100) +Saboteur (100)	

ÜBER CHARMER	221	
ABILITY	Points	
Fizzle	8	
Snooze	16	
Drain Magic	25	
Kafizzle	35	
Dazzle	45	
Kasnooze	60	
Fuddle	70	
Magic Frailty	80	
Kafuddle	100	

now acu	UINED	
Monster	goodybag XY, wormonger (scouted)	
Synthesis	Hypnotist (100) + Seal (100)	

ABILITY	Point
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Woosh Guard	70
Bang Guard	100

Bang Ward (100) + Woosh Ward (100)

ÜBER DARKLIGHT WARD		223	
ABILITY		Points	
Maximum H	Maximum HP +20		
Maximum MP +20		10	
Maximum HP +30		30	
Maximum MP +30		50	
Zap Guard		70	
Zam Guard		100	
HOW ACQU	IIRED	Night.	
Monster	Canzar (scouted)		
Synthesis	Zap Ward (100) + Zam Ward (100)		

ÜBER ZAPOLOGIST	APOLOGIST 224	
ABILITY	Points	
Kazap	4	
Kasizz	8	
Lightning	12	
Singeing Slash	17	
Sacred Slash	22	
Kazapple	41	
Kasizzle	60	
Lightning Storm	80	
Big Banga	100	

Monster	slime XY
Synthesis	Sizz & Zap III (100) + Fire III (100)

ÜBER DEFENCE BOOST

HOW ACQUIRED

Defence +3

Defence +5

Defence +10

Defence +12

Defence +15

Defence +18

Defence +21

Defence +24 Defence +27

Defence +30 HOW ACQUIRED

Monster

ÜBER HEALTH BOOST	225	
ABILITY	Points	
Maximum HP +5	5	
Maximum HP +10	13	
Maximum HP +15	23	
Maximum HP +20	33	
Maximum HP +22	43	
Maximum HP +24	53	
Maximum HP +26	63	
Maximum HP +28	73	
Maximum HP +30	85	
Maximum HP +35	100	

Monster

228

5

13

23

33

43

53

63

73

85 100

ÜBER AGILITY BOOST	229
ABILITY	Points
Agility +3	5
Agility +5	13
Agility +10	23
Agility +12	33
Agility +15	43
Agility +18	53
Agility +21	63
Agility +24	73
Agility +27	85
Agility +30	100

Synthesis Boom Boxer (100) + Healer (100) + At-tack Boost (100) + Martial Artist (100)

Aginty +30	100	
HOW ACC	UIRED	
Monster		
Synthesis   Icemeister (100) + Decelerate Ward (100) + Agility Boost (100) + Thief (100)		)

ÜBER MAGIC BOOST	226
ABILITY	Point
Maximum MP +5	5
Maximum MP +10	13
Maximum MP +15	23
Maximum MP +20	33
Maximum MP +22	43
Maximum MP +24	53
Maximum MP +26	63
Maximum MP +28	73
Maximum MP +30	85
Maximum MP +35	100

Monster	slime XY
Synthesis	Sizz & Zap III (100) + Fire III (100)

ÜBER ATTACK BOOST	227
ABILITY	Points
Attack +3	5
Attack +5	13
Attack +10	23
Attack +12	33
Attack +15	43
Attack +18	53
Attack +21	63
Attack +24	73
Attack +27	85
Attack +30	100

229	ÜBER WISDOM BOOST	230
Points	ABILITY	Points
5	Wisdom +3	5
13	Wisdom +5	13
23	Wisdom +10	23
33	Wisdom +12	33
43	Wisdom +15	43
53	Wisdom +18	53
63	Wisdom +21	63
73	Wisdom +24	73
85	Wisdom +27	85
100	Wisdom +30	100

ÜBER HEAT WARD		231
ABILITY		Paints
Maximum HP +20		5
Maximum MP +20		10
Maximum HP +30		30
Maximum MP +30		50
Frizz Guard		70
Fire Breath Guard		100
HOW ACQU	JIRED	
Monster	-	
Synthesis	Fire Breath Ward (100) + Frizz Ward (100)	

Boom Boxer (100) + Healer (100) + Attack Boost (100) + Martial Artist (100)

Synthesis

Maximum H	IP +30	30
Maximum N	MP +30	50
Frizz Guard		70
Fire Breath Guard		100
HOW ACOL	IIRED	
HOW ACQL	JIRED	
HOW ACOL Monster Synthesis	IRED — Fire Breath Ward	(100) +

Monster

ÜBER COLD WARD	232
ABILITY	Points
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Crack Guard	70
Ice Breath Guard	100
HOW ACQUIRED	WEST CO.
Monster —	

WARRIOR	233	
ABILITY	Points	
Helm Splitter	5	
Maximum HP +10	10	
Metal Slash	17	
Attack +10	24	
Dragon Slash	32	
Maximum HP +10	40	
Multislash	49	
Attack +10	59	
Hatchet Man	70	
Master of Weapons	100	

MAGE	234	
ABILITY	Points	
Swoosh	5	
Maximum MP +10	10	
Frizzle	17	
Wisdom +10	24	
Crackle	32	
Maximum MP +20	40	
Boom	49	
Wisdom +10	59	
Kafizzle	70	
Frizz Cracker	100	

PRIEST	235
ABILITY	Points
Heal	5
Maximum MP +10	10
Squelch	17
Wisdom +5	24
Midheal	32
Maximum MP +10	40
Zing	49
Wisdom +18	59
Whack	70
Pearly Gates	100

HOW ACO	UIRED
Monster	-
Other	Ice Breath Ward (100) + Crack Ward (100)

HOW ACO	UIRED
Monster	
Other	use warrior's scroll

OW ACO	UIRED	HOW ACO	UIRED
onster	1-	Monster	-
ther	use mage's scroll	Other	use p

HOW ACO	UIRED
Monster	1 <del>-</del> 4
Other	use priest's scroll

MARTIAL ARTIST	236
ABILITY	Points
Heart Breaker	5
Maximum MP +10	10
Body Slam	17
Attack +10	24
Defending Champion	32
Agility +18	40
Double Up	49
Attack +10	59
Multifists	70
Able Ambusher	100

SAGE	237	
ABILITY	Points	
Prezing	5	
Maximum MP +10	10	
Dazzleflash	17	
Wisdom +10	24	
Multiheal	32	
Maximum MP +20	40	
Kazing	49	
Wisdom +18	59	
Wave of Relief	70	
Big Banga	100	

THIEF	238	
ABILITY	Points	
Accelerate	5	
Agility +10	10	
Klepto Clobber	17	
Agility +10	24	
Acceleratie	32	
Agility +10	40	
Penny Pincher	49	
Agility +10	59	
Dodgy Dance	70	
Decelerate Guard	100	

FLUTE WARRIOR	239
ABILITY	Points
Sap	5
Metal Beater	15
Decelerate	20
Dazzle Guard	30
Give Magic	42
Inaction Guard	52
Showstopper	68
Comeback Kid	82
Big Banga	100
NOW ACQUIRED	MANAGEMENT OF THE PARTY OF THE

Able Ambu	sher	100
HOW ACQ	JIRED	
Monster	I-	
Other	use martial artist's scroll	

Big Banga		100
HOW ACO	UIRED	Shiell Shiell
Monster	-	
Other	use sage's scroll	

HOW ACO	UIRED
Monster	-
Other	use thief's scroll

HOW ACQUIRED	
Monster	schleiman tank
Other	_

WONDER CONSTRUCTION	240
ABILITY	Points
Boulder Dash	6
Singe	12
Spark	18
Waterspout	24
Fuddle Dance	34
Ban Dance Guard	46
Wind Sickles	52
Master of Weapons	70
Wicked Waltz	100

MORRIE'S MELANGE	241
ABILITY	Point
Sap	8
Attack +5	17
0omph	27
Attack +10	39
Oomphie	55
Genius Talent Scout	100

BATTLE ROAD MASTER	242
ABILITY	Point
Slime Dunk	6
Attack +18	14
Dragon Slash	20
Poison Guard	30
Insulatie	36
Defence +18	44
Counter	56
Confusion Guard	66
Gigagash	84
Master of Weapons	100

HERO OF THE HEAVENS	243
ABILITY	Points
Inferno	6
Oomph	15
Inferno Slash	23
Multiheal	32
Cremate	44
Wave of Relief	55
Kazapple	75
Scorch	100

Wicked Wa	itz	100
HOW ACO	JIRED	
Monster	maniacal mole	
Other	_	

HOW ACQUIRED	
Monster	schleiman tank, dhoulmagus
Other	

HOW ACO	UIRED
Monster	schleiman tank, dhoulmagus
Other	<u> </u>

HOW ACQUIRED						
Monster	greygnarl					
Other	-					

VILE VOID	244
ABILITY	Points
Cold Blizzard	6
War Cry	11
Wave of Panic	23
Meditation	32
Lightning Storm	44
Lingering Malhaze	60
Kazammle	75
C-C-Cold Breath	100

HOW ACO	UIRED
Monster	Barbarus
Other	



## TRAITS

Traits are passive abilities that convey a variety of benefits to your monsters. The majority of monsters have a single Trait, but a handful of monsters have zero Traits, while other monsters have multiple Traits. There are three categories of Traits: Special Effects, Parameter Tweaks, and Resistance +/-. Special Effects Traits impact a monster's abilities in combat or while scouting. Parameter Tweaks alter the monster's statistics (HP, MP, Attack, etc.) in various ways. Resistances +/- deal with the families of spells (Sag, Zam, etc.) and either how effectively a monster employs those spells or how well the monster stands up to the effects of those types of spells.

### TRAITS FROM SKILLS

Most Traits are inherent to a certain type of monster. For example, one of the possible starting monsters, bad egg, has the Crafty Gobstopper Trait. All bad eggs, regardless of how you obtain them, have this Trait. However, there is a second type of Trait that comes from allocating points into certain Skills.

If you want a creature with Donk Guard, for example, it must have one of the following Skills: Bombardier, Dorsal Fiend, Great Godbird, or Donk Ward. To learn more about Skills, check out that section of the guide, as well as the section on monster synthesis to see how to assign Skills to monsters.

### ALPHABETICAL LISTING OF TRAITS

# 30	TRAIT	1	TRAIT		TRAIT		TRAIT	* 5	TRAIT
140	Abiliterator Guard	173	Crafty Dazzler	102-111	Defence +	51	HP Roulette	3	Psycho
30	Able Ambusher	185	Crafty Decelerater	54	Defence Roulette	143	Ice Breath Guard	63	Rabble Rouser
12-121	Agility +	188	Crafty Devil	29	Desperado	67	Imposing	155	Sag Guard
55	Agility Roulette	186	Crafty Dimmer	158	Dim Guard	152	Inaction Guard	156	Sap Guard
1	Artful Dodger	167	Crafty Donker	61	Disruptive Wave	68	Intimidating	66	Scare Stare
92-101	Attack +	170	Crafty Fire Breather	139	Donk Guard	8	Last Word	138	Sizz Guard
53	Attack Roulette	176	Crafty Fizzler	4	Double Trouble	65	Late Riser	28	Sizzmeister
150	Ban Dance Guard	160	Crafty Frizzer	147	Drain Magic Guard	71	Lootist	154	Sleep Guard
133	Bang Guard	177	Crafty Gobstopper	9	Early Bird	31	Magic Miser	38	Sleepy Touch
23	Bangmeister	171	Crafty Ice Breather	18	Escape Artist	20	Magic Regenerator	19	Steady Recovery
16	Big Hitter	180	Crafty Inactivist	69	Fast Learner	32	Magic Scrooge	64	Strangely Alluring
141	Blade Blunter Guard	175	Crafty Magic Drainer	142	Fire Breath Guard	159	Magical Sabotage Guard	50	Tactical Genius
40	Bouncer	187	Crafty Magical Saboteur	148	Fizzle Guard	33	Master of Weapons	49	Tactical Trooper
42	Close Scraper	181	Crafty Paralyser	7	Fly Swatter	72-81	Maximum HP +	43	Talent Scout
59	Comeback Kid	174	Crafty Poisoner	48	Foot Dragger	82-91	Maximum MP +	47	Timid
37	Confusing Touch	183	Crafty Sagger	132	Frizz Guard	6	Metal Beater	60	Wave of Relief
151	Confusion Guard	184	Crafty Sapper	22	Frizzmeister	2	Metal Body	144	Whack Guard
41	Counteractivist	166	Crafty Sizzer	45	Genius Talent Scout	58	MP Gambit	122-131	Wisdom +
12	Counterstriker	182	Crafty Sleeper	34	Giant Killer	52	MP Roulette	56	Wisdom Roulette
135	Crack Guard	172	Crafty Whacker	149	Gobstopper Guard	14	Paralysing	134	Woosh Guard
25	Crackmeister	162	Crafty Woosher	70	Gold Getter	35	Paralysing Touch	24	Wooshmeister
168	Crafty Abiliterator	165	Crafty Zammer	17	Grand Slammer	153	Paralysis Guard	46	Yellow-belly
161	Crafty Banger	164	Crafty Zapper	21	Health Professional	15	Perilous Parrier	137	Zam Guard
169	Crafty Blade Blunter	5	Critical Massacre	62	Heckling Hector	146	Poison Guard	27	Zammeister
179	Crafty Confuser	145	Dazzle Guard	10	Hit Squad	13	Poisonous	136	Zap Guard
163	Crafty Cracker	39	Deadly Touch	11	Hopeful Hitter	36	Poisonous Touch	26	Zapmeister
178	Crafty Dance Banner	157	Decelerate Guard	57	HP Gambit	44	Pro Talent Scout	Som B	

### TRAITS WITH DESCRIPTIONS, SORTED BY NUMBER

# TRAIT		DESCRIPTION				
1	Artful Dodger	Doubles the chance of evading enemy attacks.				
2	Metal Body	Cuts damage sustained from enemy attacks to 1/3.				
3	Psycho	Allows monsters to Psyche Up in battle.				
4	Double Trouble	Monster will act twice in succession when not given specific orders.				
5	Critical Massacre	Doubles the chance of landing a critical hit.				
6	Metal Beater	Damage inflicted on enemies with metal bodies increases by 1 point.				
7	Fly Swatter	Prevents enemies from using Artful Dodger.				
8	Last Word	Monster will attack last in battle.				
9	Early Bird	Monster will attack first in battle.				
10	Hit Squad	Monster can launch multiple attacks in succession.				
11	Hopeful Hitter	Attacks often miss the mark but can deliver critical hits.				
12	Counterstriker	Monster may launch a counter-attack when attacked.				
13	Poisonous	Monster may inflict Poison on enemies upon being attacked.				
14	Paralysing	Monster may inflict Paralysis on enemies upon being attacked.				
15	Perilous Parrier	Monster will usually sustain more damage but will occasionally take none.				
16	Big Hitter	Increases damage dealt by attacks, Skills, and abilities.				
17	Grand Slammer	Attacks strike all enemies, and damage dealt by Skills and abilities increases.				
18	Escape Artist	Monster will always be able to flee from a battle.				
19	Steady Recovery	Monster recovers a little HP each time it acts in battle.				
20	Magic Regenerator	Monster recovers a little MP each time it acts in battle.				
21	Health Professional	Boosts healing spell effects while decreasing MP consumption.				
22	Frizzmeister	Boosts Frizz-type magic effects while decreasing MP consumption				
23	Bangmeister	Boosts Bang-type magic effects while decreasing MP consumption.				
24	Wooshmeister	Boosts Woosh-type magic effects while decreasing MP consumption.				
25	Crackmeister	Boosts Crack-type magic effects while decreasing MP consumption.				
26	Zapmeister	Boosts Zap-type magic effects while decreasing MP consumption				
27	Zammeister	Boosts Zam-type magic effects while decreasing MP consumption				
28	Sizzmeister	Boosts Sizz-type magic effects while decreasing MP consumption				
29	Desperado	Increases the chance of landing a critical hit when HP is extremely low.				
30	Able Ambusher	Doubles the chance of launching preemptive strikes.				
34	Glant Killer	Monster can deal heavy damage to large monsters.				
35	Paralysing Touch	Can paralyse enemies when attacking.				
36	Poisonous Touch	Can poison enemies when attacking.				
37	Confusing Touch	Can confuse enemies when attacking.				
38	Sleepy Touch	Can put enemies to sleep with a successful attack.				
39	Deadly Touch	Can send an attacked enemy to the hereafter.				
40	Bouncer	Bounce is constantly activated and cannot be canceled.				
41	Counteractivist	Counter is constantly activated and cannot be canceled.				
42	Close Scraper	Enables monster to survive fatal damage with 1HP.				
43	Talent Scout	Scout gauge can be boosted when a show of strength is launched.				
44	Pro Talent Scout	Scout gauge will be boosted considerably when a show of strength is launched.				
	Yellow-belly	Monster may occasionally become flustered and unable to act.				
46	. onor ouny	Monster may occasionally become flustered and unable to act.  Monster can occasionally become excessively timid and refuse				
46 47	Timid					
46 47 48	Timid Foot Dragger	to act.  Monster can occasionally refuse to listen to orders and not act.				

		TRAITS FROM SKILLS	
# Trait		Description	
31	Magic Miser	Reduces MP consumption to 3/4.	
32	Magic Scrooge	Reduces MP consumption to 1/2.	
33 Master of Weapons Allows monster to equip every type of weapon.			

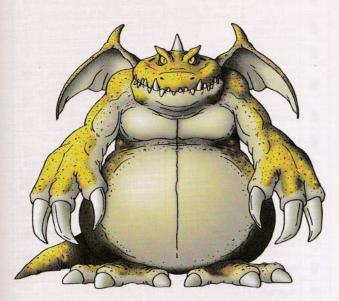
		TRAITS FROM SKILLS
#	Trait	Description
45	Genius Talent Scout	The sole learnable Trait among the Talent Scout set of Traits. Scout gauge will be boosted very slightly when a show of strength is launched.

TRAITS FROM SKILLS					
	Trait	Description			
51	HP Roulette	Maximum HP may increase or decrease in battle.			
52	MP Roulette	Maximum MP may increase or decrease in battle.			
53	Attack Roulette	Attack may increase or decrease in battle.			
54	Defence Roulette	Defence may increase or decrease in battle.			
55	Agility Roulette	Agility may increase or decrease in battle.			
56	Wisdom Roulette	Wisdom may increase or decrease in battle.			
57	HP Gambit	HP increases to 1.5 times its maximum in battle, but attack a defence are both reduced to 1.			
58 MP Gambit MP increases to 2 times its maximum in battle, but attack an wisdom are both reduced to 1.					

		TRAITS FROM SKILLS		
	Trait	Description		
72-81	Maximum HP +	Increases Maximum HP by the given amount.		
82-91	Maximum MP +	Increases Maximum MP by the given amount.		
92-101	Attack +	Increases attack power by the given amount		
102-111	Defence +	Increases defence by the given amount.		
112-121	Agility +	Increases agility by the given amount.		
122-131	Wisdom +	Increases wisdom by the given amount.		
132	Frizz Guard	Increases resistance to Frizz-type magic.		
133	Bang Guard	Increases resistance to Bang-type magic.		
134	Woosh Guard	Increases resistance to Woosh-type magic.		
135	Crack Guard	Increases resistance to Crack-type magic.		
136	Zap Guard	Increases resistance to Zap-type magic.		
137	Zam Guard	Increases resistance to Zam-type magic.		
138	Sizz Guard	Increases resistance to Sizz-type magic.		
139	Donk Guard	Increases resistance to Donk-type magic.		
140	Abiliterator Guard	Increases resistance to Abiliterator-type magic.		
141	Blade Blunter Guard	Increases resistance to Blade Blunter-type magic.		
142	Fire Breath Guard	Increases resistance to Fire Breath-type magic.		
143	Ice Breath Guard	Increases resistance to Ice Breath-type magic.		
144	Whack Guard	Increases resistance to Whack-type magic.		
145	Dazzle Guard	Increases resistance to Dazzle-type magic.		
146	Poison Guard	Increases resistance to Poison-type magic.		
147	Drain Magic Guard	Increases resistance to Drain Magic-type magic.		
148	Fizzle Guard	Increases resistance to Fizzle-type magic.		
149	Gobstopper Guard	Increases resistance to Gobstopper-type magic.		
150	Ban Dance Guard	Increases resistance to Ban Dance-type magic.		
151	Confusion Guard	Increases resistance to Confusion-type magic.		
152	Inaction Guard	Increases resistance to Inaction-type magic.		
153	Paralysis Guard	Increases resistance to Paralysis-type magic.		
154	Sleep Guard	Increases resistance to Sleep-type magic.		
155	Sag Guard	Increases resistance to Sag-type magic.		
156	Sap Guard	Increases resistance to Sap-type magic.		
157	Decelerate Guard	Increases resistance to Decelerate-type magic.		
158	Dim Guard	Increases resistance to Dim-type magic.		
159	Magical Sabotage Guard	Increases resistance to Magical Sabotage-type magic.		

#	TRAIT	DESCRIPTION				
50 Tactical Genius		Monster will carry out an action one to three times in a row when not given specific orders.				
59	Comeback Kid	Monster will have a slim chance of being revived after dying.				
60	Wave of Relief	Wave of Relief may be launched automatically during battles.				
61	Disruptive Wave	Disruptive Wave may be launched automatically during battles.				
62	Heckling Hector	When an enemy's tension increases in battle, all foes' tension will automatically decrease.				
63	Rabble Rouser	Can increase tension of all allies at the start of a battle.				
64	Strangely Alluring	Can Dazzle enemies and immobilize them at the start of a battle.				
65	Late Riser	Monster may occasionally fall asleep at the start of battle.				
66	Scare Stare	Can unnerve enemies with a piercing stare and immobilize them at the start of a battle.				
67	Imposing	The monster's imposing presence can immobilize enemies at the start of a battle.				
68	Intimidating	Can intimidate enemies and immobilize them at the start of a battle.				
69	Fast Learner	Experience points received after a battle are increased by 10%. I multiple monsters in the team possess this Trait, this percentage will increase.				
70	Gold Getter	The amount of gold coins received after a battle is increas 20%. If multiple monsters in the team possess this trait, t percentage will increase.				
71	Lootist	The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait, this chance will increase further.				
160	Crafty Frizzer	Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies that are impervious to Frizz-type magic.				
161	Crafty Banger	Reduces enemies' resistance to Bang-type magic. Has no effect on enemies that are impervious to Bang-type magic.				
162	Crafty Woosher	Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies that are impervious to Woosh-type magic.				
163	Crafty Cracker	Reduces enemies' resistance to Crack-type magic. Has no effect on enemies that are impervious to Crack-type magic.				
164	Crafty Zapper	Reduces enemies' resistance to Zap-type magic. Has no effect on enemies that are impervious to Zap-type magic.				
165	Crafty Zammer	Reduces enemies' resistance to Zam-type magic. Has no effect on enemies that are impervious to Zam-type magic.				
166	Crafty Sizzer	Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies that are impervious to Sizz-type magic.				

# TRAIT		DESCRIPTION
168	Crafty Abiliterator	Reduces enemies' resistance to Abiliterator, Has no effect on enemies that are impervious to Abiliterator.
169	Crafty Blade Blunter	Reduces enemies' resistance to Blade Blunter. Has no effect on enemies that are impervious to Blade Blunter.
170	Crafty Fire Breather	Reduces enemies' resistance to Fire Breath. Has no effect on enemies that are impervious to Fire Breath.
171	Crafty Ice Breather	Reduces enemies' resistance to Ice Breath. Has no effect on enemies that are impervious to Ice Breath.
172	Crafty Whacker	Reduces enemies' resistance to Whack-type magic. Has no ef- fect on enemies that are impervious to Whack-type magic.
173	Crafty Dazzler	Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies that are impervious to Dazzle-type magic.
174	Crafty Poisoner	Reduces enemies' resistance to Poison. Has no effect on enemies that are impervious to Poison.
175	Crafty Magic Drainer	Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies that are impervious to Drain Magic.
176	Crafty Fizzler	Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies that are impervious to Fizzle-type magic.
177	Crafty Gobstopper	Reduces enemies' resistance to Gobstopper. Has no effect on enemies that are impervious to Gobstopper.
178	Crafty Dance Banner	Reduces enemies' resistance to Ban Dance. Has no effect on enemies that are impervious to Ban Dance.
179	Crafty Confuser	Reduces enemies' resistance to Confusion. Has no effect on enemies that are impervious to confusion.
180	Crafty Inactivist	Reduces enemies' resistance to missing a turn. Has no effect on enemies that are resistant to missing a turn.
181	Crafty Paralyser	Reduces enemies' resistance to Paralysis. Has no effect on enemies that are impervious to Paralysis.
182	Crafty Sleeper	Reduces enemies' resistance to Sleep. Has no effect on enemies that are impervious to Sleep.
183	Crafty Sagger	Reduces enemies' resistance to Sag-type magic. Has no effect on enemies that are impervious to Sag-type magic.
184	Crafty Sapper	Reduces enemies' resistance to Sap-type magic. Has no effect on enemies that are impervious to Sap-type magic.
185	Crafty Decelerater	Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies that are impervious to Decelerate-type magic.
186	Crafty Dimmer	Reduces enemies' resistance to Dim-type magic. Has no effect on enemies that are impervious to Dim-type magic.
187	Crafty Magical Saboteur	Reduces enemies' resistance to Magic Frailty. Has no affect on enemies that are impervious to Magic Frailty.
188	Crafty Devil	Reduces enemies' resistance to all spells, abilities, and status ailments.



Reduces enemies' resistance to Donk-type magic. Has no effect on enemies that are impervious to Donk-type magic.

Crafty Donker

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# ABILITIES & SPELLS

### DAMAGING ABILITIES

CON	NAME	TYPE	MP COST	DESCRIPTION
7	Bang	Bang	5	Damages all enemies with a small explosion. (19 - 78 damage)
4	Boom	Boom	8	Engulfs all enemies in a large explosion. (45 - 166 damage)
4	Kaboom	Boom	15	Blasts all enemies with a massive explosion. (106 - 239 damage)
4	Kaboomle	Boom	45	Blasts all enemies with an incredibly violent explosion. (194 - 345 damage)
4	Crack	Crack	3	Pierces a single enemy with sharp icicles. (22 - 124 damage)
4	Crackle	Crack	5	Strikes all enemies with sharp icicles. (37 - 157 damage)
4	Kacrack	Crack	12	Rips into all enemies with a hail of razor- sharp icicles. (95 - 226 damage)
4	Kacrackle	Crack	36	Skewers all enemies with a barrage of razor-sharp icicles. (190 - 324 damage)
8	Frizz Cracker	Crack, Frizz	80	A violent disturbance in the world's natural equilibrium deals ferocious damage to a single enemy. (280 - 514 damage)
4	Donk	Donk	12	Reduces a single enemy's HP by 1/4.
4	Kadonk	Donk	32	Reduces all enemies' HP by 1/6.
4	Magic Burst	Fire Breath	All	Unleashes all remaining MP at enemies in an extreme magical assault. The more MP the caster has, the more damage is dealt. (damag dealt equals MP x 1.5, maximum of 768)
4	Frizz	Frizz	2	Singes a single enemy with a small fireball. (11 - 103 damage)
8	Frizzle	Frizz	4	Burns a single enemy with a large fireball. (60 - 208 damage)
4	Kafrizz	Frizz	10	Incinerates a single enemy with a huge fireball. (144 - 344 damage)
4	Kafrizzle	Frizz	30	Cremates a single enemy with an enormous fireball. (277 - 471 damage)
4	Sizz	Sizz	3	Singes all enemies with a blazing fire. (12 - 36 damage)
4	Sizzle	Sizz	5	Burns all enemies with a blazing wall of fire. (22 - 65 damage)
4	Kasizz	Sizz	12	Incinerates all enemies with a blazing wall of flame. (66 - 178 damage)
4	Kasizzle	Sizz	36	Cremates all enemies with blazing hellfire. (166 - 326 damage)
8	Woosh	Woosh	3	Flays all enemies with a small whirlwind. (11 - 72 damage)
4	Swoosh	Woosh	5	Flays all enemies with a large whirlwind. (30 - 144 damage)
4	Kaswoosh	Woosh	12	Flays all enemies with a mighty whirlwind. (98 - 215 damage)
4	Kaswooshle	Woosh	36	Flays all enemies with a ferociously destructive whirlwind.
4	Thwack	Thwack	12	A cursed incantation that can send all enemies to the hereafter.

CON	NAME	TYPE	MP COST	DESCRIPTION			
4	Kamikazee	Whack	1	Sacrifices caster's own life in an attempt to destroy all enemies.			
4	Whack	Whack	9	A cursed incantation that can send a single enemy to the hereafter.			
4	Pearly Gates	Woosh, Zap	34	Smites all enemies with divinely powerful holy light. (171 - 220 damage)			
4	Zam	Zam	4	Strikes a single enemy with dark lightning. (22 - 145 damage)			
4	Zammle	Zam	6	Strikes a single enemy with hellish lightning. (61 - 239 damage)			
4	Kazam	Zam	10	Strikes a single enemy with abyssal lightning (142 - 362 damage)			
4	Kazammle	Zam	30	Strikes a single enemy with stygian lightning. (242 - 477 damage)			
4	Zap	Zap	4	Strikes a single enemy with holy lightning. (15 - 135 damage)			
4	Zapple	Zap	4	Strikes a single enemy with hallowed lightning. (66 - 249 damage)			
4	Kazap	Zap	10	Strikes a single enemy with sacred lightning. (147 - 367 damage)			
4	Kazapple	Zap	30	Strikes a single enemy with divine lightning. (247 - 474 damage)			
四	Weakening Wallop	Sag	4	An attack that can decrease the target's attac power as it inflicts damage.			
四	Klepto Clobber	-	0	An attack that can steal an item as it inflicts damage. (deals 10% normal damage)			
图	Double Up	-	1	Deals extra-large damage while greatly reducing the user's defence for one turn. (50% extra damage up to a maximum of 200			
豐	Beast Bopper	-	2	Deals extra damage to beasts. (35% extra damage)			
四	Demon Demeaner	-	2	Deals extra damage to demons. (35% extra damage)			
떌	Double-Edged Slash	-	2	Deals massive damage to an enemy, but the attacker takes some damage, too. (Double damage to enemy, half damage to your monster)			
豐	Dragon Slash	-	2	An attack that deals heavy damage to dragons. (35% extra damage)			
四	Material Whirl	_	2	Deals extra damage to materialists. (35% extra damage)			
豐	Mercurial Thrust	-	2	A lightning-fast strike that allows its user to attack first. (deals 80% of normal damage)			
四	Metal Slash	-	2	An attack that's sure to damage enemies wi metal bodies.			
<b>#</b>	Mysterian Mauler	_	2	An attack that deals heavy damage to monsters from the ??? family. (35% extra damage)			
9	Nature Nerfer	-	2	Deals extra damage to naturalists. (35% extra damage)			
•	Penny Pincher	-	2	An attack that can steal gold coins as it inflicts damage.			
四	Slime Dunk	-	2	Deals extra damage to slimes. (35% extra damage)			

### DAMAGING ABILITIES CONTINUED

ICON	NAME	TYPE	MP COST	DESCRIPTION		
图	Undead Undoer		2	Deals extra damage to the undead. (35% extra damage)		
#	Hatchet Man	<u>=</u>	3	An unpredictable attack that can deal critical damage if it connects.		
豐	Multislash	_	5	Damages all enemies with a single slash. (90% damage to leftmost target, 50% damage to second target, 25% damage to third target)		
7	Frenzy	-	8	Launches a critical hit toward a friend or a foe at random.		
图	Multifists	_	10	Attacks the enemy at random with four weak strikes.		
땡	Break-dance Beat	Ban dance	4	An attack that can stop the target performing dancing attacks as it inflicts damage.		
7	Gigaslash	Bang	16	A mighty slash that deals Bang damage to a single enemy. Effectiveness increases with the user's level. (161 - 300 damage)		
7	Gigagash	Bang	55	A mighty slash that deals Bang damage to all enemies. Effectiveness increases with the user's level. (161 - 300 damage)		
8	Bomb Slash	Bang, Donk	2	Hones in on enemy's weakpoint and slices the target with attacks such as an explosive slash. (10% extra damage)		
田	Blast Slash	Bang, Donk	4	Hones in on enemy's weakpoint and slices the target with attacks such as a devastatingl explosive slash. (20% extra damage)		
8	Boulder Dash	Bang, Donk	4	Hurls a rock at a single enemy. (30 - 40 damage)		
豐	Boulder Bash	Bang, Donk	8	Splits the earth, piercing all enemies with deadly rocks. (70 - 85 damage)		
8	Boulder Toss	Bang, Donk	25	Hurls jagged rocks at all enemies. (108 - 187 damage)		
#	Hallowed Slash	Bang, Zap	2	Hones in on enemy's weakpoint and slices th target with attacks such as a slash imbued with holy energy. (10% extra damage)		
<b>#</b>	Sacred Slash	Bang, Zap	4	Hones in on enemy's weakpoint and slices the target with attacks such as a most divine slash. (20% extra damage)		
#	Baffling Bonk	Confusion	3	An attack that can confuse its target as it inflicts damage.		
<b>E</b>	Frost Slash	Crack, Ice Breath	2	Hones in on enemy's weakpoint and slices the target with attacks such as a chilling slash, (10% extra damage)		
<b>#</b>	Blizzard Slash	Crack, Ice Breath	4	Hones in on enemy's weakpoint and slices the target with attacks such as a freezing slash. (10% extra damage)		
8	Waterspout	Crack, Ice Breath	5	Sprays a jet of water at a single enemy. (40 - 50 damage)		
豐	Geyser	Crack, Ice Breath	10	Blasts all enemies with a powerful jet of water. (80 - 95 damage)		
豐	Tidal Wave	Crack, Ice Breath	25	Overwhelms all enemies with a devastating deluge. (108 – 187 damage)		
四	Wicked Waltz	Dance	All	A dastardly dance that deals damage in an undetermined direction.		
8	Blinding Blow	Dazzle	4	An attack that can decrease the target's accuracy as it inflicts damage.		
四	Slowing Slug	Decelerate	4	An attack that can decrease the target's agility as it inflicts damage.		
雷	Stupefying Strike	Dim	4	An attack that can decrease the target's wisdom as it inflicts damage.		
圈	Shade Slash	Donk, Zam	2	Hones in on enemy's weakpoint and slices the target with attacks such as a slash infuse with dark energy. (10% extra damage)		
#	Shadow Slash	Donk, Zam	4	Hones in on enemy's weakpoint and slices the target with attacks such as a hellishly dar slash. (20% extra damage)		
8	Fire Breath	Fire Breath	3	Blows hot breath at all enemies. (14 - 21 damage)		
7	Flame Breath	Fire Breath	5	Blows fiery breath at all enemies. (31 - 43 damage)		
•	Scorch	Fire Breath	36	Blows scorching breath at all enemies. (180 - 216 damage)		
땡	Inferno	Fire Breath	12	Blows blazing breath at all enemies. (86 - 103 damage)		

ICON	NAME	TYPE	MP COST	DESCRIPTION
8	Flame Slash	Frizz, Fire Breath	2	Hones in on enemy's weakpoint and slices the target with attacks such as a fiery slash. (10% extra damage)
四	Singe	Frizz, Fire Breath	5	Lightly flambés a single enemy. (35 - 45 damage)
四	Sear	Frizz, Fire Breath	10	Badly chars all enemies. (80 - 95 damage)
四	Cremate	Frizz, Fire Breath	25	Consumes all enemies in a towering inferno. (108 - 187 damage)
<b>#</b>	Inferno Slash	Frizz, Fire Breath	4	Hones in on enemy's weakpoint and slices the target with attacks such as a blazing slash. (20% extra damage)
四	Cool Breath	ice Breath	3	Blows cool breath at all enemies. (16 - 22 damage)
<b>W</b>	Chilly Breath	ice Breath	5	Blows chilly breath at all enemies. (37 - 48 damage)
豐	Cold Blizzard	ice Breath	12	Blows cold breath at all enemies. (86 - 103 damage)
<b>W</b>	C-C-Cold Breath	ice Breath	36	Blows f-f-freezing breath at all enemies. (198 - 217 damage)
四	Heart Breaker	Inaction	2	An attack that deals damage to the target and can cause the enemy to miss a turn.
#	Paralysing Punch	Paralysis	3	An attack that can paralyse its target as it inflicts damage.
雷	Poisonous Poke	Poison	2	An attack that can poison its target as it inflicts damage.
8	Venomous Volley	Poison	4	An attack that can envenomate its target as it inflicts damage.
图	Helm Splitter	Sap	0	A skull-splitting smash that lowers an enemy's defence.
8	Big Banga	Sizz, Zam	50	Blasts all enemies with a malevolent wave of dark energy. (175 - 225 damage)
8	Charring Slash	Sizz, Zap	2	Hones in on enemy's weakpoint and slices the target with attacks such as a steaming slash. (10% bonus damage)
8	Singeing Slash	Sizz, Zap	4	Hones in on enemy's weakpoint and slices the target with attacks such as a scalding slash. (20% extra damage)
四	Spark	Sizz, Zap	6	Strikes a single enemy with lightning. (50 - 60 damage)
#	Lightning	Sizz, Zap	10	Strikes all enemies with powerful lightning. (80 - 95 damage)
四	Lightning Storm	Sizz, Zap	25	Strikes all enemies with devastating lightning bolts. (108 – 187 damage)
8	Sleep Sock	Sleep	2	An attack that can put its target to sleep as it inflicts damage.
四	Body Slam	Whack	1	Deals heavy damage to the target and the user. (damage done is equal to 80% of HP)
四	One-on-One	Whack	1	Reduces both the target and the user's HP to 1.
四	Death Dance	Whack	6	A dance that can send all enemies to the hereafter.
#	Assassin's Stab	Whack	8	A technique that can sometimes fell an enem
9	Gust Slash	Woosh, Zam	2	Hones in on enemy's weakpoint and slices the target with attacks such as a tailwind-inducing slash. (10% extra damage)
<b>#</b>	Gale Slash	Woosh, Zam	4	Hones in on enemy's weakpoint and slices the target with attacks such as a howling wind slash. (20% extra damage)
四	Wind Sickles	Woosh, Zam	4	Cuts up a single enemy in a vortex. (30 - 50 damage)
8	Thin Air	Woosh, Zam	8	Slices up all enemies in a vortex. (60 - 115 damage)
豐	Wind Shear	Woosh, Zam	25	Tears all enemies to shreds in a vortex. (108 - 187 damage)
四	Breathtaking Bash	Gobstopper	4	An attack that can stop the target from using breath attacks as it inflicts damage.
四	Miracle Slash	Drain Magic	10	Deals damage to the enemy, then heals the user for half the amount. (10% extra damage maximum of 100 HP recovery)

### HEALING SPELLS

ICON	NAME	TYPE	MP COST	DESCRIPTION	
4	Heal	_	2	Restores around 30 HP to a single ally. (28 - 168 HP)	
4	Midheal	-	3	Restores around 75 HP to a single ally. (71 - 315 HP)	
4	Megaheal	_	6	Restores around 350 HP to a single ally. (332 - 999 HP)	
4	Zing	_	8	Resurrects a fallen ally with half its maximum HP. Sometimes fails.	
4	Multiheal	-	9	Restores around 90 HP to all allies. (85 - 336 HP)	
4	Kazing	_	15	Resurrects a fallen ally with half its maximum HP. Never falls.	
4	Omniheal	-	36	Restores around 350 HP to all allies. (332 - 999 HP)	
4	Kerplunk	-	All	Sacrifices the caster's life to resurrect all allies.	
4	Kerplunk Dance	-	All	Resurrects all allies at the cost of the dancer's own life.	
4	Hustle Dance	-	6	A dance that restores around 70 HP to all allies, (70 - 80 HP)	
4	Meditation	-	8	Restores around 400 HP to the user. (400 - 500 HP)	
4	Reheal	-	2	Restores some HP after each action for a short time. (10% of total HP, maximum of 100 HP)	

### BUFFS

ICON	NAME	TYPE	MP COST	DESCRIPTION	
*	Share Magic	-	Half	Gives half the caster's MP to another ally.	
*	Give Magic	-	All	Gives all the caster's MP to another ally.	
*	Magic Multiplier	_	1	Restores a small amount of the caster's MP.	
*	Squelch	-	2	Cures a single ally of the effects of Polson.	
*	Tingle	-	2	Cures all allies of the effects of Sleep and Paralysis.	
*	Defuddle	-	2	Cures all allies of the effects of Confusion.	
*	Oomph	_	6	Greatly increases the attack of a single ally for two to five turns. (100% extra damage)	
*	Oomphle	_	10	Increases the attack of all allies for two to five turns. (50% extra damage)	
*	Buff	-	3	Greatly increases the defence of a single ally for four-to seven turns. (100% extra defence)	
*	Kabuff	-	4	Increases the defence of all allies for four to seven turns. (50% extra defence)	
*	Accelerate	-	3	Greatly increases the agility of a single ally for four to seven turns. (100% extra agility)	
	Acceleratie	_	4	Increases the agility of all allies for four to seven turns. (50% extra agility)	
*	Ping	_	3	Greatly increases the wisdom of a single ally for four to seven turns. (100% extra wisdom)	
2	Kaping	-	4	Increases the wisdom of all allies for four to seven turns. (50% extra wisdom)	
*	Bounce	_	4	Forms a protective barrier that reflects the enemy's and team's spells alike.	
*	Clang	_	2	Forms an impenetrable wall that nullifies all of the enemy's attacks, but the caster is unable to move for a short time.	
4	Insulate	-	2	Greatly protects one ally from fire and ice breath attacks. (damaged reduced 75%)	
*	Insulatie	-	4	Protects all allies from fire and ice breath attacks. (damage reduced 50%)	
*	Magic Barrier	_	4	Forms a barrier that reduces the effectiveness of foes' offensive spells.	
*	Counter	_	64	Poise to strike an enemy with a counter-attack. Can counter almost any attack.	
*	Defending Champion	_	3	A defensive ability that greatly reduces damage taken. (damage reduced 90%)	
*	Dodgy Dance	-	1	Prepares one dancer in your team to make evasive maneuvers.	
*	Wave of Relief	_	7	Removes most ailments from all allies.	
	Deep Breath	= "	0	Increases the attack power of your next breath attack. (100 - 150% extra damage)	
4	Brake Wind	-	10	Whips up a storm that will blow back the next breath attack.	
*	Mist Me	-	10	Causes a fog to descend that blocks a single attack of almost any kind.	
4	Blowback	-	2	Absorbs damage from breath attacks, then sends it back at the enemy.	
*	Song of Salvation	_	15	A song that has a 50% chance of reviving all allies on the next turn.	
2	Amor Seco Rain	-	15	A revitalizing shower that heals all allies on the next turn. (maximum of 1000 HP recovered)	
8	Selflessness	-	5	Protects a single ally from all attacks by taking damage in the ally's place.	
2	Aha	-	2	Reveals information about an enemy's attributes.	
4	Prezing	-	32	Sets an ally up to be resurrected should the ally fall during battle.	
4	Unnatural Order	_	36	Causes monsters with the lowest agility to move first in battle.	

### DEBUFFS

ON	NAME	TYPE	MP COST	DESCRIPTION			
*	Hocus Locust	Drain Magic	5	Greatly reduces the MP of a single enemy. (up to 100 MP)			
*	Sag	Sag	6	Greatly decreases the attack of a single enemy for two to five turns.			
*	Kasag	Sag	10	Decreases the attack of all enemies for two to five turns.  Sreatly decreases the defence of a single enemy for four to seven turns.			
4	Sap	Sap	3	Greatly decreases the defence of a single enemy for four to seven turns.  Decreases the defence of all enemies for four to seven turns.			
*	Kasap	Sap	4	Decreases the defence of all enemies for four to seven turns.			
•	Decelerate	Decelerate	3	Greatly decreases the agility of a single enemy for four to seven turns.			
(a)	Deceleratie	Decelerate	4	Decreases the agility of all enemies for four to seven turns.			
4	Dim	Dim	3	Greatly decreases the wisdom of a single enemy for four to seven turns.			
4	Kadim	Dim	4	Decreases the wisdom of all enemies for four to seven turns.			
4	Dazzle	Dazzle	3	Reduces the accuracy of all enemies' attacks.			
4	Snooze	Sleep	3	Puts a single enemy to sleep.			
4	Kasnooze	Sleep	8	Puts all enemies to sleep.			
4	Drain Magic	Drain Magic	0	Steals MP from a single enemy. (up to 100 MP)			
4	Fizzle	Fizzle	2	Prevents a single enemy from using magic.			
4	Kafizzle	Fizzle	3	Prevents all enemies from using magic.			
3	Fuddle	Confusion	5	Sends a single enemy into confusion.			
\$	Kafuddle	Confusion	10	Sends all enemies into confusion.			
*	Magic Frailty	Magical Sabotage	4	Decreases all enemies' resistance to offensive spells.			
*	Sweet Breath	Sleep	3	A fragrant sigh that puts all enemies to sleep.			
4	Burning Breath	Paralysis	4	A blistering burp that can paralyse all enemies.			
4	Poison Breath	Poison	3	A toxic cloud that can poison all enemies.			
4	Venom Breath	Poison	4	A deadly haze that can envenomate all enemies.			
4	Bemusing Breath	Confusion	4	A boisterous belch that can confuse all enemies.			
*	Weird Dance	Drain Magic	0	A dance that can decrease a single enemy's MP.			
4	Tap Dance	Drain Magic	0	A dance that can steal MP from a single enemy.			
N.	Fuddle Dance	Confusion	4	A dance that can confuse all enemies.			
*		Inaction	2	A dance that can entice a single enemy to start dancing.			
4	Sultry Dance	Dazzle	2	Kicks sand in the eyes of all enemies, reducing their accuracy.			
_	Sandstorm						
*	Dazzleflash	Dazzle	2	Emits a glaring light that reduces all enemies' accuracy.			
*	Spooky Aura	Magic Frailty	2	Reduces all enemies' resistance to magic.			
*	Wave of Panic	Whack	7	Impairs the attributes of a single enemy.			
•	Disruptive Wave	-	7	Removes almost all magical effects from all enemies.			
8	Tongue Lashing	Inaction	4	A lengthy licking that reduces the target's defence to 1, and it can also leave them stunned.			
*	War Cry	Inaction	3	A hideous battle cry that paralyses all enemies with fear.			
*	Ban Dance	Ban Dance	6	Prevents all enemies from dancing.			
*	Gobstopper	Gobstopper	6	Prevents a single enemy from using breath attacks.			
*	Critical Miss	-	5	Prevents an enemy from landing critical hits.			
*	Lingering Malhaze	-	55	Removes almost all magical effects from all enemies. Allies and enemies will not be able to use magic for a short time afterwar			
*	Blade Blunter	Blade Blunter	6	Prevents a single enemy from using certain slash attacks.			
*	Abiliterator	Abiliterator	6	Prevents a single enemy from using certain abilities.			
*	Blade Blunter	Blade Blunter	6	Prevents a single enemy from using certain slash attacks.			
*	Tacticlamp	-	6	Forces one foe to use the same tactic over and over.			
No.	Showstopper		48	Cancels all other actions during the turn after the user's move. It can only be used once in a battle.			

# ITEMS & WEAPONS

Items have all sorts of uses. Many items can be used during combat by the scout. When items are used in battle, the scout will always use the item before any monster takes action. Other items are used outside of battle to teach certain skills, or buff certain stats. A few key items are used only for quests. Items that can be purchased will be available from the item vendor once enough machine parts are deposited. Other items are found in the wild.



NAME	BUY	SELL	DESCRIPTION		
MEDICINAL HERB	8	4	Restores 30 HP to a single ally.		
STRONG MEDICINE	50	15	estores 60 HP to a single ally.		
SPECIAL MEDICINE	250	25	Restores 120 HP to a single ally.		
MULTI MEDICINE	600	60	Restores 30 HP to all allies.		
AMOR SECO ESSENCE		100	Restores around 40 HP to all your allies.		
YGGDRASIL DEW		300	Restores around 100 HP to all allies.		
MAGIC ELIXIR		30	Restores 30 MP to a single ally.		
SAGE'S ELIXIR		75	Restores 90 MP to a single ally.		
ELFIN ELIXIR		126	Fully restores the MP of a single ally.		
YGGDRASIL LEAF	1500	150	A mystical leaf that resurrects a single fallen ally.		
SEED OF SKILL	1000	100	Allocate 3 skill points to a single ally.		
SEED OF LIFE		18	Permanently increases the maximum HP for a single ally by 2 to 4 points.		
SEED OF MAGIC	-	20	Permanently increases the maximum MP for a single ally by 2 to 4 points.		
SEED OF STRENGTH	-	15	Permanently increases the attack power of a single ally by 1 to 2 points.		
SEED OF DEFENCE		15	Permanently increases the defence of a single ally by 1 to 2 points.		
SEED OF AGILITY		13	Permanently increases the agility of a single ally by 1 to 2 points.		
SEED OF WISDOM		10	Permanently increases the wisdom of a single ally by 1 to 2 points.		
BOOK OF WULFSPADE	- 1	300	A book that bestows the Wulfspade skill.		
BOOK OF HAWKHART		300	A book that bestows the Hawkart skill.		
BOOK OF DIAMAGON	-	300	A book that bestows the Diamagon skill.		
BOOK OF CLUBOON		300	A book that bestows the Cluboon skill.		
WARRIOR'S SCROLL	-	300	A book that bestows the Warrior skill.		
MAGE'S SCROLL		300	A book that bestows the Mage skill.		
PRIEST'S SCROLL		300	A book that bestows the Priest skill.		
MARTIAL ARTIST'S SCROLL		300	A book that bestows the Martial Artist skill.		
SAGE'S SCROLL		300	A book that bestows the Sage skill.		
THIEF'S SCROLL		300	A book that bestows the Thief skill.		
'THE HEALING TOUCH'	3000	300	A book that bestows the Healer skill.		

HEAD OVER HEALS'	BUY	SELL	DESCRIPTION		
HEAD OVER HEALS	5000	500	A book that bestows the Cure-all skill.		
THE SECRETS OF SORCERY	3000	300	A book that bestows the Mage Aid skill.		
BRAWN OVER BRAINS'	2000	200	A book that bestows the Attack Boost skill.		
DUCK AND COVER®	2000	200	A book that bestows the Defence Boost skill.		
LIFE IN THE FAST LANE	2000	200	A book that bestows the Agillty Boost skill.		
KNOWLEDGE IS POWER'	2000	200	A book that bestows the Wisdom Boost skill.		
POSITIVE PULLER'	1500	150	Lures o monsters into battle. The effect wears off after the battle.		
THINK NEGATIVE'	1650	165	Lures omnsters into battle. The effect wears off after the battle.		
NEUTRAL GROUND'	3150	315	Lures omnsters into battle. The effect wears off after the battle.		
METAL TICKET	10,000	500	Use this special ticket to travel to the metal menagerie. Just don't waste it by using it while the metal menagerie is accessible.		
ANTIDOTAL HERB	10	5	Cures a single ally of the effects of poison.		
MOONWORT BULB	30	8	Cures a single ally of the effects of paralysis.		
SMELLING SALTS	80	8	Cures a single ally of the effects of sleep and confusion.		
PANACEA	-	55	Cures a single ally of poison, paralysis, sleep, and confusion.		
TIMBREL OF TENSION		100	Increases the team's level of tension.		
ANTIMAGIC POWDER	100	18	Enchanted dust used to seal an enemy's magic.		
OOMPH POWDER	900	90	Greatly increases the attack power of a single ally for 2 to 5 turns.		
WIZARD'S PENNY	310	31	Increases one ally's resistance to magic.		
WIZARD'S SHILLING	960	96	Increases all allies' resistance to magic.		
INSULADE	350	35	Increases one ally's resistance to fire and ice breath attacks.		
JUMBO INSULADE	1050	105	Increases all allies' resistance to fire and ice breath attacks.		
SAG POWDER	900	90	Greatly decreases the attack of a single enemy for 2 to 5 turns.		
SAPPERINE	900	90	Greatly decreases the defence of a single enemy for 4 to 7 turns.		
DECELERATONIC	900	90	Greatly decreases the agility of a single enemy for 4 to 7 turns.		
DIMIUM	900	90	Greatly decreases the wisdom of a single enemy for 4 to 7 turns.		
BUFFERINE	900	90	Greatly increase the defence of a single ally for 4 to 7 turns.		
ACCELERATONIC	900	90	Greatly increase the agility of a single ally for 4 to 7 turns.		
PINGIUM	900	90	Greatly increase the wisdom of a single ally for 4 to 7 turns.		
MONSTER MANURE		1	Smells horrific, but you can fling it at enemies in battle. Will only inflict 0 to 1 point of damage on a single enemy, but it works well against foes will		
			metal bodies.  Pebbles for throwing in battle. Only deal between 0 and 1 points of damage to a single enemy, but are effective against metallic monsters.		
PRETTY PEBBLE					
PINBALL		30	Hard stone for throwing in battle. Only deal between 1 and 3 points of damage to a single enemy, but are effective against metallic monsters.		
ROCKBOMB SHARD		150	Explosive stones for throwing in battle. Reduces the HP of a single enemy to 1.		
MISTAKE MEDICINE	600	60	Inflicts a status ailment on a single foe.		
BEASTIE BITES		500	Monsters love this tasty meat and it increases the chances of scouting them.		
BRONZE BIT		200	An item that should be worth a few gold coins.		
SILVER SLIVER		750	An item that should be worth a good amount of gold coins.		
GOLD NUGGET		3000	A heavy chunk of solid gold.		
LOYALTY CARD	-	_	Allows you to purchase good at lower prices.		
SCOUT RING		-	An essential accessory for any monster scout, this ring allows its wearer to scout monsters and add them to their team.		
MYSTERIOUS MEDAL	- <del>-</del>	-	A large medal with a lion's face engraved on it.		
SOGGY LETTER	-	-	The slightly soggy letter received from the slime outside the moles' base.		
BEMUSOLEUM KEY		-	A key granting access to the ruins of the Bemusoleum.		
MEDAL OF MERIT	-	-	The medal that grants the bearer the right to compete in the last stage of the moles' Monster Scout Challenge.		
MACHINE PARTS		-	Bears the same logo as the item vendor on board the Albatross.		
AND THE PARTY			A magical item that can invest mud with a soul.		

### WEAPONS

Monsters don't just have to rely on their innate attack, defense, agility, and wisdom to combat foes. Their attack power and other attributes can be increased through the use of weapons. In addition to providing a power boost, some weapons also confer unique abilities, such as bonus attack damage and scouting success against an entire monster party, or the chance to occasionally flatten the opposition in a single blow!



#### SWORD

Swords are long, edged weapons used for slicing and stabbing. The various swords include among their number several which deal extra damage against undead and dragon monsters.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
COPPER SWORD	270	27	10	_	item vendor / monster 28 Conklave, monster 97 skeleton
DIVINE DAGGER	530	53	13	Rather effective against the undead (1.05x damage)	item vendor (1 machine part deposited) / monster 20 wax murderer, monster 50 nardragon
RAPIER	840	84	18	Rather effective against dragons (1.05x damage)	item vendor (4 machine parts deposited) / monster 183 cross bones
STEEL BROADSWORD	2000	200	30	An ordinary steel sword	item vendor (7 machine parts deposited) / monster 104 phantom fencer, monster 127 gargoyle
ZOMBIESBANE	3850	385	36	Rather effective against the undead, (1.1x damage)	item vendor (11 machine parts deposited) / monster 137 restless armour
DRAGONSBANE	4700	470	41	Rather effective against dragons. (1.1x damage)	item vendor (16 machine parts deposited) / monster 71 green dragon, monster 106 red dragon
OBSIDIAN SWORD	7000	700	48	Highly likely to land a hit against metal monsters	item vendor (23 machine parts deposited) / monster 167 phantom swordsman
SILVER BROADSWORD	9800	980	62	-	item vendor (34 machine parts deposited) / monster 154 notso macho
ZOMBIESBLIGHT	10,000	1000	67	Effective against the undead. (1.15x damage)	item vendor (52 machine parts deposited) / monster 210 night knight
DRAGONSBLIGHT	11,200	1120	72	Effective against dragons. (1.15x damage)	item vendor (78 machine parts deposited) / monster 231 dorsal fiend
MIRACLE SWORD		1500	77	Restores some of the wielder's HP	monster 244 shogum
ZOMBIE SLAYER	17,000	1700	81	Highly effective against the undead. (1.2x damage)	item vendor (114 machine parts) / monster 167 phantom swordsman
DRAGON SLAYER	17,500	1750	86	Highly effective against dragons. (1.2x damage)	item vendor (162 machine parts deposited) / monster 202 great dragon
GIANT'S SWORD	30,000	3000	90	-	item vendor (114 machine parts) / monster 282 trauminator
METAL KING SWORD	_	6230	102	Highly likely to land a hit against metal monsters	monster 237 metal king slime
LOST KATANA		5200	110	_	monster 205 killing machine
LEONINE GREATSWORD	_		95	Increases agility and wisdom by 20	defeat boss of Dark World, then speak to boss of Necropolis













Spears are lengthy defense-oriented weapons, useful for attacking from afar and keeping an aggressor at bay. There are many different special properties found on spears. There's a separate spear extra strong against each family of foe, and a few spears which make critical hits more likely.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
IRON LANCE	310	31	9	Rather effective against slimes (1.05x damage)	item vendor / monster 65 spiked hare, monster 94 orc
PITCHFORK	780	78	16	Rather effective against natualists (1.05x damage) Makes critical hits easier to land	item vendor (1 machine part deposited) / monster 68 imp, monster 182 archdemon
SACRED SPEAR	920	92	22	Rather effective against demons (1.05x damage)	item vendor (7 machine parts deposited) / monster 136 octavian sentry
PARTISAN	2300	230	28	Rather effective against materialists (1.05x damage)	item vendor (11 machine parts deposited)
HOLY LANCE	2850	285	34	Rather effective against the undead (1.05x damage)	item vendor (23 machine parts deposited) / monster 175 grim rider
HUNTER SPEAR	4400	440	40	Rather effective against beast (1.05x damage) Makes critical hits easier to land	item vendor (34 machine parts deposited)
DRAGON LANCE	6400	640	45	Rather effective against dragons (1.05x damage)	item vendor (78 machine parts deposited)
HALBERD	7100	710	57	_	item vendor (114 machine parts deposited) / monster 68 imp, monster 166 lethal armour
GRACOS'S TRIDENT		1100	58	Effective against naturalists (1.15x damage) Increases defence	monster 248 overkilling machine
DIABLO SPEAR		1500	76	Effective against demons (1.15x damage) Makes critical hits easier to land	???
HERO SPEAR	16,500	1650	82	-	item vendor (162 machine parts deposited) / monster 236 empyrea
GÁE BOLG	_	4250	94	Makes critical hits easier to land	red treasure chest in Dark World (after beating boss)



Axe weapons work by propelling a blade or pommel with brute, focused force. Naturally, many axes are extra effective against naturalist monsters. Hardly surprising that tree-like foes would be felled by weapons like the woodsman's axe. A few axes also enable more frequent critical hits.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
STONE AXE	180	18	7	_	item vendor / monster 11 mischlevous mole, monster 54 headhunter
WOODCUTTER'S AXE	650	65	14	Rather effective against beasts and naturalists (1.05x damage)	item vendor (1 machine part deposited)
IRON AXE	990	99	23	_	item vendor (7 machine parts deposited) / monster 54 headhunter, monster 140 paws
WOODSMAN'S AXE	2150	215	32	Rather effective against beasts and naturalists (1.1x damage)	item vendor (11 machine parts deposited) / monster 163 beetleboy, monster 184 dark slime knight
HEADSMAN'S AXE	4200	420	39	Makes critical hits easier to land	item vendor (23 machine parts deposited) / monster 191 fright knight
BATTLEAXE	6700	670	52	-	item vendor (34 machine parts deposited) / monster 166 lethal armour
FORESTER'S AXE	8200	820	60	Effective against beasts and naturalists (1.15x damage)	item vendor (78 machine parts deposited) / monster 184 dark slime knight
KING AXE	16,000	1600	81	_	item vendor (114 machine parts deposited) / monster 227 marquis de leon, monster 242 robbin' hood
RANGER'S AXE	39,000	3900	90	Highly effective against beasts and naturalists (1.2x damage)	item vendor (162 machine parts deposited) / monster 184 dark slime knight
EXECUTIONER'S AXE	_	3850	93	Makes critical hits easier to land	monster 276 prince o' thieves



Hammers work by brute force, like axes, but with a blunt end rather than a slicing edge. Hammers are here to flatten foes, and so some of these strike squishy slimes and brittle materialists with bonus power. Hammers also tend to make the wielder more stout, adding defense.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
OAKEN CLUB	120	12	3	Increases defence	item vendor / monster 189 boss troll, monster 197 gigantes
SLUDGEHAMMER	400	40	12	Rather effective against materialists and slimes (1.1x damage)	item vendor (1 machine part deposited) / monster 26 hammerhood
PILE-ON		100	20	Increases defence by 12	monster 131 slime stack
IRON HAMMER	1540	154	24	Increases defence by 8	item vendor (7 machine parts deposited) / monster 149 golem
WAR HAMMER	5200	520	31	Occassionally crushes foes in a single blow	item vendor (11 machine parts deposited) / monster 118 hacksaurus
MIRACLE MALLET	5200	520	37	Restores some of the wielder's HP	item vendor (23 machine parts deposited)
SCHLEIMAN SHOOTER	5800	580	46	Effective against materialists (1.15x damage)	monster 234 schleiman tank
GIANT WRENCH	7300	730	49	Increases defence by 13	item vendor (34 machine parts deposited) / monster 170 tyrantosaurus, monster 262 Canzar
WARLORD'S HAMMER	17,000	1700	58	Occasionally crushes foes in a single blow	item vendor (162 machine parts deposited) / monster 118 hacksaurus
MARAUDER'S MAUL	25,000	2500	80	Increases defence	item vendor (78 machine parts deposited) / monster 189 boss troll
MIRACLE MACE		5700	87	Restores some of the wielder's HP	777
SLEDGEHAMMER	-	8200	97	Highly effective against materialists and stimes (1.2x damage)	monster 240 atlas



Whips are unique in that the whip user will hit the entire enemy party at once, rather than just striking one target. There is a tradeoff for this wonderful and obviously-useful trait—whips have no other bonus besides striking every enemy. No particular bonuses against certain families of monster, no stat boosts, no special effects. Whips also don't reach the max attack power of other weapons. Still, the sheer value of hitting the whole other side with each swing can more than make up for these deficiencies much of the time.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
LEATHER WHIP	380	38	4	Deals damage to all enemies	item vendor
BATTLE WHIP	630	63	10	Deals damage to all enemies	item vendor (1 machine part deposited) / monster 120 bodkin archer
THORN WHIP	1400	140	14	Deals damage to all enemies	item vendor (7 machine parts deposited)
SNAKESKIN WHIP	1800	180	20	Deals damage to all enemies	item vendor (11 machine parts deposited) / monster 9 frou-fry, monster 113 wormonger
SIDEWINDER	2800	280	30	Deals damage to all enemies	Item vendor (23 machine parts deposited)
CHAIN WHIP	4000	400	36	Deals damage to all enemies	item vendor (34 machine parts deposited)
DRAGONTAIL WHIP	6700	670	42	Deals damage to all enemies	item vendor (78 machine parts deposited) / monster 57 snapdragon, monster 186 frou-frou
SPIKED STEEL WHIP	9200	920	48	Deals damage to all enemies	item vendor (114 machine parts deposited)
SCOURGE WHIP	18,800	1880	58	Deals damage to all enemies	item vendor (162 machine parts deposited) / monster 226 gripevine, monster 263 khalamari
GRINGHAM WHIP	-	5800	68	Deals damage to all enemies	red treasure chest in Dark World (after beating boss)
WIZARDLY WHIP	-	5000	76	Deals damage to all enemies	277



Claws augment a monster's quick slashing power. Every pair of claws adds a great deal of agility to the wearer. The metal claws and the metal talons have a higher-than-normal chance to strike metal monsters, who are very evasive.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
STONE CLAWS	200	20	5	Increases agility by 8	item vendor / monster 2 komodo, monster 37 great sabrecub
PAWS		100	10	Increases agility by 20	monster 72 teeny sanguini
IRON CLAWS	500	50	11	Increases agility by 10	item vendor (1 machine part deposited) / monster 49 wild slime, monster 126 great sabrecat
FALCON CLAWS	-	20	15	Greatly increases agility by 52	red treasure chest aboard the Albatross
METAL CLAWS	1650	165	15	Highly likely to land a hit against metal monsters Increases agility by 24	item vendor (7 machine parts deposited) / monster 126 great sabrecat
SACRED CLAWS	2500	250	25	Effective against demons (1.15x damage) Increases agility by 19	item vendor (11 machine parts deposited) / monster 156 missing lynx
RAZOR CLAWS	3100	310	33	Increases agility by 24	item vendor (23 machine parts deposited) / monster 164 firebird
STEEL CLAWS	5500	550	43	Increases agility by 26	item vendor (34 machine parts deposited) / monster 141 jumping jackal, monster 227 marquis de leon
DRAGON CLAWS	-	600	44	Rather effective against dragons (1.1x damage)	monster 139 noble gasbagon
METAL TALONS	7200	720	51	Highly likely to land a hit against metal monsters Increases agility by 29	monster 146 metal dragon
GRYPHON TALONS	12,000	1200	77	Increases agility by 40	item vendor (114 machine parts deposited) / monster 126 great sabrecat, monster 156 missing lynx
SACRED TALONS	34,500	3450	84	Highly effective against demons (1.2x damage) Increases agility by 30	item vendor (162 machine parts deposited) / monster 212 dual duellers
EBONY TALONS	-	4000	88	Increases agility by 18	???
ORICHALCUM CLAWS	-	5150	95	Increases agility by 37	???



Staffs are best suited to the more sage-like monsters who rely more on spells than direct attacks. As claws all raise agility, so staffs all raise wisdom. Several staffs can also have an important influence on monster synthesis!

NAME	BUY	SELL	ATK	NOTE	OBTAINED
CYPRESS STAFF	150	15	4	Increases wisdom by 10	item vendor / monster 13 lips
STAFF OF GHENT	-	100	7	Restores some of the wielder's HP	monster 135 malevolamp
PHOENIX SCEPTRE	-		8	A monster wielding this staff will pass on its form when synethesised	red treasure chest in Cragravation
RUNE STAFF	580	58	12	Increases wisdom by 22	item vendor (11 machine parts deposited)
PLUS SCEPTRE		-	23	Used to ensure a sythesised monster is +	red treasure chest in Iceolation
MINUS SCEPTRE		-	23	Used to ensure a sythesised monster is -	complete Marsha's Monster Scout Proficiency Test challenge 9
CRYSTAL STAFF	3600	360	34	Increases wisdom by 33	item vendor (23 machine parts deposited) / monster 203 Thornella
MALEVOLENCE		390	42	Increases wisdom by 48	monster 264 dhoulmagus
STAFF OF DARKNESS	4000	400	47	Increases wisdom by 38	item vendor (78 machine parts deposited) / monster 207 Exorsus
SAGE'S STAFF	7500	750	61	Increases wisdom by 46	item vendor (162 machine parts deposited) / monster 67 goodybag
ROYAL ROD		4150	83	Increases wisdom by 50	defeat boss of Dark World



### **OFFICIAL STRATEGY GUIDE**

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